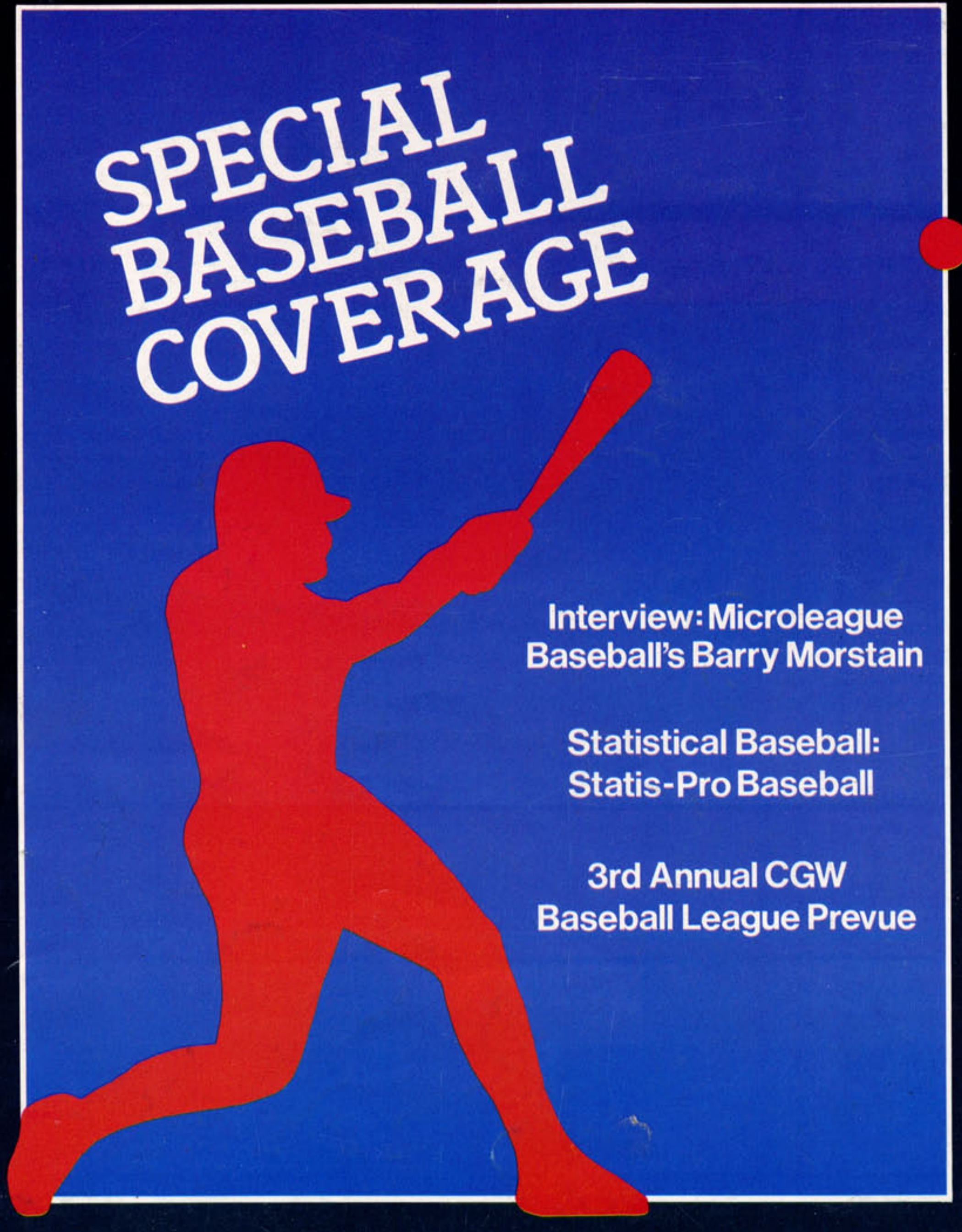
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MENU

Number 28 May 1986

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Advertisers List is on page 7

FEATURES

DEPARTMENTS

HOBBY & INDUSTRY NEWS

by Bill Oxner

These are down days in the oil fields and in the computer industry. Sales are sluggish, prices are headed south and the cavalry is nowhere in sight. We will look at the general situation and then on to some specifics in the game software industry.

The home computer market is in serious trouble. The only new entries during the past year were the Commodore Amiga and the Atari ST. Neither one has proved to be the spark needed to bring the home computer industry out of the doldrums.

Commodore remains on the edge of bankruptcy and the Amiga does not appear to be selling well enough to rescue its parent. In early April, Commodore announced a form of price reduction - the Amiga will sell for $795 with a free color monitor. This is fairly clear evidence that the Amiga has not met Commodore's sales expectations.

Atari is doing a bit better with the ST, but it is far from being a blockbuster sales winner. Jack Tramiel, president of Atari, has had a rocky relationship with computer dealers in the past and this has led to difficulties in establishing wide distribution channels for the ST. Few software companies are counting on the ST to save the home market.

What do these hardware problems have to do with game software? The answer is simple. Someone buying a new computer immediately buys a whole raft of software to use on it, including games. People who have owned their computer for a year or more still buy software, but at a much slower pace. Game companies desperately need a hot new computer to revive their markets.

One other aspect of the home computer situation is less obvious. Sales of business computers remain fairly strong. This means that outlets like Computerland, which focuses on business sales, are holding on. Computerland carries very little game software. Small, independent computer stores are closing right and left. These stores emphasized home computers and game software. Game software companies are thus faced with fewer and fewer outlets for their products. It is difficult to sell your software when no one can find it or try it out before purchase.

What does the future hold? It is unlikely that the current trends will change very soon. The primary distribution outlets for game software will be the mass market stores such as Toys-R-Us and K Mart. These stores don't have the shelf space to carry wide numbers of titles, they will only sell the "hit" items. Companies that have historically opted for many new games per year, such as SSI, will be forced to cut back on new titles and concentrate their resources on pushing just a few potential hits. Smaller companies, such as SSG, will not have access to the mass market retailers and will be forced to distribute their games through companies, such as Electronic Arts, that already have a relationship with the large retailers. Again, this means fewer overall new games will be introduced this year.

If any hard evidence is needed to support these theories then Infocom will serve. Infocom had been one of the most successful game companies in existence. Their text adventures set the standard. However, declining sales in the game market forced Infocom to attempt a move into the business software market. The attempt did not succeed. Infocom laid off half of their 100 employees and in late February announced that they were being acquired by Activision.

On to happier news! Strategic Simulations (SSI) remains committed to the game market. They have a couple of firsts to report. The first ST products, *Phantasie* and *Computer Baseball*, will ship soon. Also, their first Mac titles, *Gemstone Warrior* and *Computer Baseball*, will debut very shortly. The next two new titles will likely be *Gettysburg* and *War In The South Pacific* (WISP). *Gettysburg* will use the *Antietam* system, with modifications. Artillery will be less powerful with consequently lower, and more realistic, casualties. WISP will be a strategic WWII Pacific game, with sea, air and land

Continued on pg. 41


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6 SKULLCRUSHER MINOTAU FIGHTER OKAY
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TAKING A PEEK

Access
2561 South 1560 W, Ste A
Woods Cross, UT 84087
801-298-9077

LEADER BOARD: A golf simulator which provides the player(s) with a true perspective view of the game. Four 18 hole courses, 3-D animation, three levels of play. The graphics are excellent. This game has received a great deal of playing time in the CGW offices and is recommended for golf enthusiasts. C-64. Joystick. $39.95.

Circle Reader Service #5

Accolade
20863 Stevens Creek Blvd
Cupertino, CA 95014
408-446-5757

MEAN 18: Allows up to four people to play a round of golf at a variety of famous and user-designed golf courses. The mechanics of play are similar to Leader Board but, due to he larger RAM available to the designer, this entry is more detailed. You actually play Pebble Beach with all its many hazards. If the provided challenges get boring you can design an entire course with the Course Architect. Also recommended. IBM-PC with 256K memory and color graphics adapter.

Circle Reader Service #6

Activision
2350 Bayshore Frontage Rd
Mountain View, CA 94043
800-227-9759

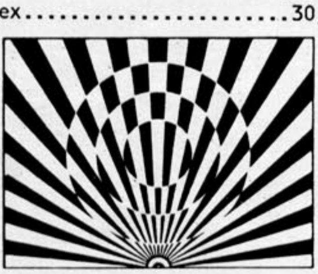
CHAMPIONSHIP GOLF, VOLUME 1: A complex golf simulator, volume one contains the Pebble Beach course. The player must choose the power of the swing, club, stance and club alignment. Six distinct views of each hole are available, ranging from bird's eye to ground level. Excellent graphics. IBM-PC.

Circle Reader Service #7

Borland International
4585 Scotts Valley Drive
Scotts Valley, CA 95066
800-255-8008

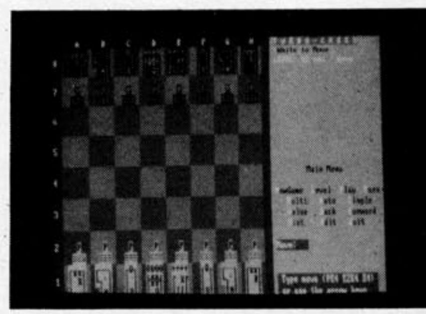
TURBO GAME WORKS: Includes Chess, Bridge and Go-Moku. This is actually a development tool that allows you to explore the Pascal source code and learn game design techniques. On the other had it is a collection of three classic games that can simply be played and enjoyed on their own merits. To edit and

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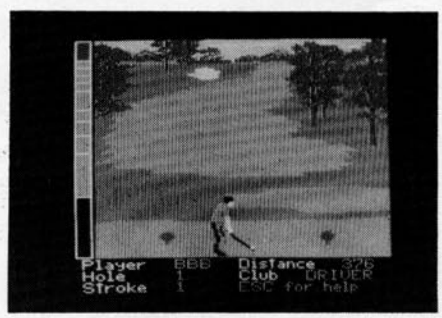




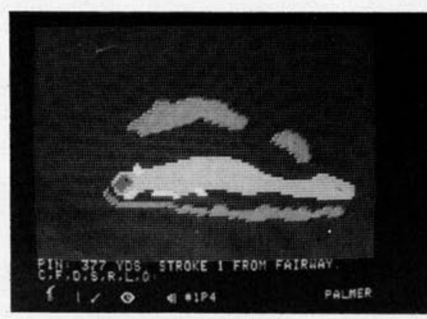
LEADER BOARD



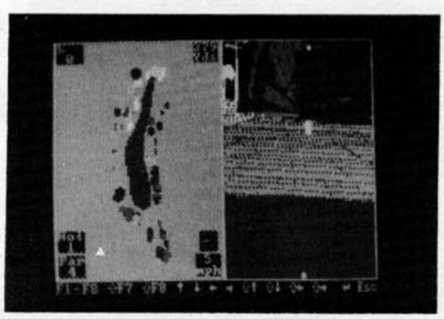
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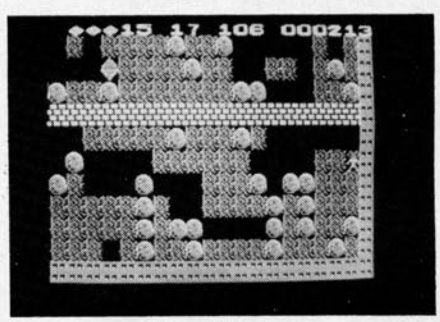
MEAN 18



GOLF'S BEST



CHAMPIONSHIP GOLF



SUPER BOULDERDASH

compile you must have Turbo Pascal 3.0. IBM-PC with 192K memory.
Circle Reader Service #8

DoWhile Software
5227 Shady Oaks Lane
Friendswood, TX 77546
713-482-6849

TRODART: Is a real-time, two player war game. It is played on two separate computers over a 300 baud modem. Moves are made simultaneously, which makes for a very fast paced game. The object of the game is to capture the enemy base while defending the home base. IBM-PC with 128K, 300 baud modem. Circle Reader Service #9

1 Step Software
Charlotte Plaza, #1300
Charlotte, NC 28244
704-554-7255

GOLF'S BEST, VOLUME 2: Contains the famous Pinehurst golf course. Each hole is shown in color and drawn exactly to scale with the actual sand traps, hazards, etc in their proper locations. Player must choose the club, force of stroke, style and direction. Apple. Circle Reader Service #11

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171

SUPER BOULDERDASH: The sequel to Boulder Dash, an action-strategy arcade game. 16 new levels, each with 5 levels of difficulty. The original game was Arcade Game of the Year (Family Computing 1984) and is included on this disk. Atari, C64/128, Apple, IBM-PC. $22.95 & $29.95. Circle #12

ARCTICFOX: Tank arcade game. Three dimensional battlefield with stereo sound effects. This is the first game from EA that is original to the Amiga. Circle #13

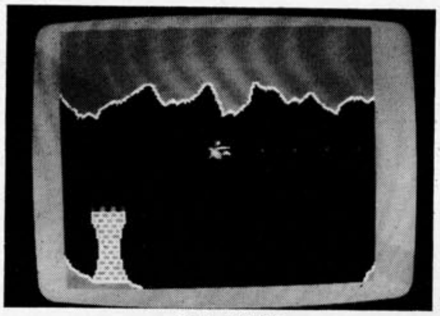
Mindscape, Inc.
3444 Dundee Rd
Northbrook, IL 60062
800-221-9884

BRIAN BLOODAXE/REVELATION/QUOVADIS: Three games on one disk. Each is a hi-res arcade game. These games are imports from Britain, distributed by Mindscape. A nice value for the price. Joystick required. C64/128. $14.95.
Circle #14

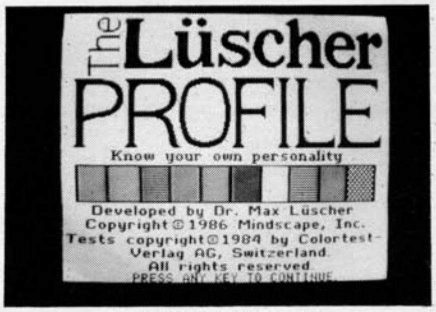
SPELL OF DESTRUCTION: Hi-res adventure/arcade game. Scrolling 3-D graphics, 70 locations, real-time action and music that reflects the action. C-64/128. $29.95.
Circle #15

THE LORDS OF MIDNIGHT: Illustrated text adventure. The game is menu-driven, so play is faster. Can be played as a quest, a war or both. 32,000 different landscapes. C64/128. $29.95. Circle #16

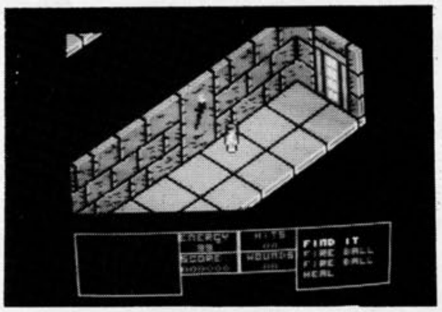
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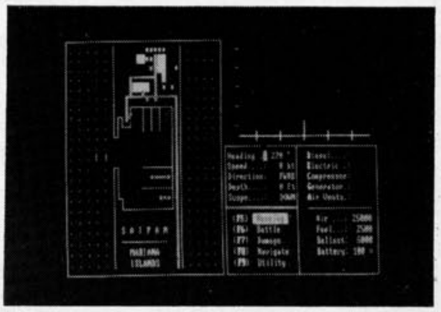
QUO VADIS



LUSCHER PROFILE



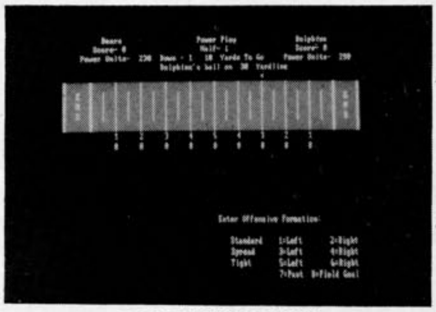
SPELL OF DESTRUCTION



OPERATION KEYSTONE



LORDS OF MIDNIGHT



POWERPLAY FOOTBALL

THE LUSCHER PROFILE: This is NOT a game, it is a personality analyzer. The user takes a series of seven tests involving choices between various shapes and colors. The computer interprets the responses and develops a profile which defines your current approach to work, relationships and to life in general. Apple. $39.95.

Circle Reader Service #17

Overt Strategic-Simulations
P.O. Box 66424 Dept Q-11
Los Angeles, CA 90066
213-479-3865

OPERATION KEYSTONE: A very sophisticated WWII submarine simulation. There are features not found in other sub games, such as enemy aircraft and mines. The documentation is extensive (80 pages); the packaging is first-class. The simulation appears to be the most realistic of the various submarine games. Graphics are minimal. IBM-PC with 200K memory. $69.00.

Circle Reader Service #18

Power Play, Inc.
Box 650526
Vero Beach, FL 32965
305-562-3824

POWER PLAY FOOTBALL: A two player football game. Uses a "unique" power unit system to determine play results. The game takes 15 seconds to learn, 20 seconds to realize how bad it is. Normally, we would go into detail to describe the game's weaknesses but there is so little to the game that there isn't much to say, except - NOT recommended. IBM-PC. $24.95.

Circle Reader Service #19

Circle Reader Service #20

LETTERS

I would like to see the return of the 'subscriber's comments' column and a new column devoted to the Apple computer gamer. How about it?

Michael Ouellette
Aurora, CO

Ed: The return of a letters column. Hmmm... not a bad idea. We will give it some thought. The reason we have never put an Apple column in CGW is that 99% of all the major reviews cover games that run on the Apple. You see, our theory behind columns is to provide a regular outlet of information that may be slighted in our regular feature article coverage. We don't feel there is much happening on the Apple that we are not covering through our features.

There is, however, one important Apple related hardware note that we have not covered, so we will mention it here. All the Apples in our office have been equipped with so-called **speed-up** *cards or* **accelerator cards**. *We highly recommend these cards to Apple owners. They speed up game play several fold. Our Computer Gaming World Baseball League (see article elsewhere in this issue) has been made possible by these cards. Each of our Apples host six CGWBL games each Saturday night. Without the speed-up cards it would take about six hours to play the games. With the speed-up cards it takes under three hours. We use* Speed Demon *from M.c.T. These boards can be purchased from Strategic Simulations for $179.00.*

Ultima IV is the best ever! Would a company please make a good horse racing game (great for parties).

Bob Russo
Roselle, IL

Ed.: We agree that a good horse race game is needed. There was a very good one published for the Apple back in 1982. Unfortunately, to our knowledge Horse Racing Classic *from Tazumi Software (Burnaby, British Columbia) is no longer available. If anyone knows where to reach Tazumi (we could not reach them at the number listed in the game) let us know.*

Issue (#26) was good overall. I noticed that there was an Amiga Preferences column. I would also like to see a column on Atari ST and the new 1040 ST computer.

Mike Silva
Austin, TX

Ed.: For the time being ST coverage is contained in our Atari Playfield column. The Amiga Preferences column was separated from the Commodore Key column due to the fact that the Amiga name is not as closely associated with Commodore as the ST computer is with Atari. You will note that Roy Wagner writes both the Commodore Key and Amiga Preferences columns while Gregg Williams covers all the Atari machines in his Atari Playfield column.

Is it my imagination or is "Taking a Peek" shrinking? This has always been an ideal column to get an idea of what is new in software. The succinct description and short evaluation has been a great help in making purchase decisions.

T. Hubalik
Elmhurst, IL

Ed.: Yes, Taking a Peek has been somewhat smaller in recent issues, but not due to any editorial decision. Unfortunately the number of titles coming out has been smaller so there has been less suitable material to cover. Also remember that we are now a nine issue per year publication. This means that there is a shorter period of time between each issue for new material to arrive at our offices for inclusion in Peek.

Great magazine. My only complaints are small. The Atari and Commodore columns need to more than just small reviews of new games. Also, I would like to see a section for letters. Keep up the good work, cause you are the only computer game publication left.

Chris Ciccarello
Norcross, GA

Thanks for "Amiga Preferences" and "Over There!". I have been purchasing games from England for a year now. I was wondering when the word of this treasure trove of software would get out.

Ray Forbes
Oak Park, IL

What burns me up is your new column "Over There!". Besides "Elite", the British are still putting out krappy (sic) arcade games that still haunt the reputation of the software industry here. "Rocky Horror" games have no place in a serious mag like CGW.

Anonymous

Issue #26 was good but I would rather see more feature articles in a slightly shorter form. I often count on these types of articles to help me decide what to buy since I live in a remote area. Thus, more reviews are better as long as they have substance.

Craig Deaton
Yuma, AZ

I read your magazine because I consider it to be the only professional quality magazine devoted strictly to the computer gaming industry. Keep doing what you're doing.

Robert H. Lamb
Sacramento, CA

In reviews, more info on limitations or how the game factors compare to other games would be helpful; i.e. Silent Service has only four torpedoes at once and no enemy air (as is the case in Kampfgruppe and others). Also, Silent Service gets my vote for action/strategy game of the year.

Andrew Baird
Bakersfield

I really enjoy getting and reading CGW. I would like more playing tips on strategy wargames. I Would also like to see some ideas on designing scenarios for CARRIERS AT WAR. I have had problems with the

Continued on pg. 47



SUPER HUEY

America's #1 Helicopter Flight Simulator

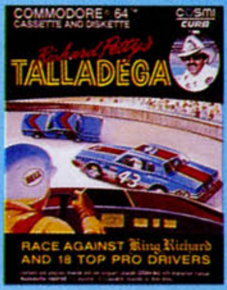
Forget the disappointment of other flight simulators . . . SUPER HUEY has eliminated them! – *Commodore Power Play Magazine*

"One of the best flight simulators ever tested!" – *Erv Bobo, Run Magazine*

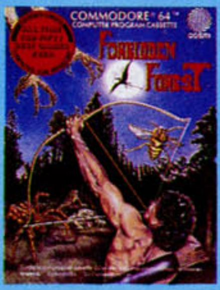
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The Dark Ages Of Computer Game Design



Don L. Daglow

The pealing of the electronic bell in the distance signalled 2:00 in the morning, the distorted sounds echoing faintly down the massive corridors of the deserted concrete-and-steel building. Deserted, except for the windowless basement where one person still worked intently.

His features rendered stark and pale by the bright work light, the young man scanned the computer printout, yard after yard of number-covered paper flowing through his hands like so much water through a pipe. He swore at the pile of tangled output on the floor, kicked it in frustration, then returned to typing a few cautious letters on the terminal. The clattering of the printer that echoed those letters obscured the sound of footsteps that would have alerted him to danger.

This was his only time of safety, the only unwatched moments for his work. The system operator had left at midnight, not to return until 6:00. If the machine were to do his bidding and divulge its secrets, it would have to be tonight.

The footsteps came closer, drawn by the rattling of the printer, curious now, but cautious. The programmer continued at his work.

The door swung open silently; the guard stood in the opening, his muscular frame filling it as completely as any iron bars. Still, the programmer typed intently on the machine.

"What the hell you think you're doin'?" The guard's gravelly voice split the room's cold air like an axe through rotten wood. The young man jumped, looked up, confused.

"I'm... I'm just working on my program," he stammered.

The guard stepped forward, his eyebrows sinking downwards under the weight of his suspicions. "And just what kind of program you workin' on this time of night?"

The programmer glanced down at his screen, then back at the guard. "I'm working on a... a game."

With an apology for a little dramatic license, the above is a true story of what happened to me one night in the winter of 1972, early in my career as a game designer. (By the way, the guard ended up kicking me out of the building since it was supposed to be closed.) And it illustrates the problems faced by many programmers of that era who sought to create games; the people who owned the computers you were programming on didn't want you to design them. I'm sure there were campuses where students were encouraged to hone their programming skills by writing games, but the Claremont Colleges wasn't one of them.

The heart of computer gaming, from its roots in the mid-sixties to the dawning of the Micro Age in the mid-seventies, was the college computer system. There students were to be prepared for this Brave New World of Computing, and the mass issuance of student accounts, passwords and training to anyone interested was to be the drafting of future armies of American youth ready to master new technology. PDP-10's, IBM 360's and other mainframes were fondled, cursed and ultimately programmed and operated by students. Such well-known games as Zork and Adventure began their lives on such systems during this time.

But of course there was another side to academic computing. Like the professors who regarded the machine as their private tool, taking priority over student work and at times almost monopolizing the



computer. Or the battles between the affiliated campuses at Claremont. There one college supported batch processing (running programs keypunches on computer cards, one program at a time) on an IBM 360/40. Five other campuses in town shared a PDP-10 running time-sharing, with terminals linked by phone lines to a machine which tried to run all their programs at once by "swapping" them in and out of "core" memory. Each regarded the other as driving a Model T.

In reality, both computers were slow. On the IBM, you could hope to try your program once a day, twice at best. You'd type up your cards, submit your "job" and return the next morning to see that a typo in the first subroutine had sent you off to never-never land. Fix it, replace the card in the deck and come back tomorrow. A baseball simulation I wrote once printed 1000 pages of text narrating a Giants-Dodgers grudge match before the operator noticed that it was a game and furthermore that in the 800th inning the Giants led by 72 runs. That was my last batch-processing game.

On the PDP-10, the administrators' desires to maximize income from terminal and machine-time leasing fees had over thirty people all trying to run gigantic number-crunching programs at once. Many afternoons a simple sort program that my Apple can complete in five seconds struggled for "core" for a minute before returning, bloodied but determined, with its results.

Which leads us to the utterly logical reason why gaming became a forbidden activity on our campus; it was the lowest priority on an already-overburdened system. The best interactive games, which swallowed up all of the available 36K in the room-sized computer, slowed the machine almost as much as the dreaded SPSS, a statistical analysis program that psych majors in particular learned to hate.

This is not to say the games weren't available; our system at its height had two horse racing games, two Star Treks, Casino, Hangman, Eliza and Life. But the purpose of the games was very specific; lure non-users onto the system, so they'd get interested in computers and start using them for more important things. Once you'd had a password for a few weeks, it was bad form to get caught playing. The person waiting to use the terminal next would cough, pace around the room, sigh deeply and in general let you know that Western Civilization's maturation was being delayed by your intransigence.In 1971, when I started programming games as a Creative Writing Major hooked on computers in just such a manner, the system was new and still uncrowded. The operator kicked you off for playing games only in the mid-afternoon crunch, and the rest of the time you were free to use your half-hour time slot as you wished so long as no one was waiting.

By the following year, games were permitted only early in the morning and late at night; any other time running anything that was both fun and bigger than 20K yielded first a message from the operator to please stop and then the computational equivalent of a dial tone. Would-be game designers were relegated to wandering the moonlit campus in search of free terminals, then sleeping through classes the next day and trying to explain to their folks why their grades were dropping. I was luckier than most, having figured out the best way to keep from getting logged off by the System Operator I got a job... as a System Operator.

By the time I graduated in 1974, games were only available when the system load was below normal; that translated into almost never. All versions were cut to run in 32K as the "academic" machine--burdened at twice the usage for which it was designed to support cash-paying customers like a local hospital--ran slower and slower. As I worked my way through graduate school and then became an instructor (retaining my computer account for clandestine game design) the biggest permissible game size dropped and dropped and dropped, until Wumpus, a simple adventure game, became the hit of 1976 by running in about 16K. Mercifully, Apples appeared that same year. Compared to today's hits, these games were freeware at best. There was no capacity for anything but text, and the screen couldn't be stopped from scrolling upwards like a runaway word processor. That meant that in the MIT Star Trek (later revived as Apple Trek and endless clones thereof), every time you wanted to update your map of asterisks, dashes, etc. you had to print it out completely. Many of the terminals were old teletypes that printed at 15 characters a second; this made my first adventure game, which continually updated a

40x80 map to show what your party had seen, so excruciatingly slow as to be unplayable.

Games travelled across the country particularly well on PDP-10's thanks to Digital Equipment's DECUS public domain software sharing service. A version of Star Trek that I created ended up bringing me letters from all over the country, some of praise, some of thoughtful criticism, and even one from a guy in Berkeley who actually thought gaming was a new art form. I wish I'd saved the letter so I could proclaim him a prophet; at the time I thought he was crazy. Many of these games ended up adapted for micros and published as listings in books and magazines. Twice I've even found my code published in games collections under other peoples' names!

Piracy existed back then, too; anxious students hoping for a look at any new game under development used PIP, a utility for moving files around the system, to break protection codes and copy programs. The safest defense was to name your game files things like "PSYCCH1.DAT" and other mundane titles.

One friend of mine, a true master hacker, got sick of having his files messed up and created a program called something like "SPCWAR.GAM". If you rummaged around in his directory and ran it, it asked you the question, "Do you want to access all system passwords?" If you answered "yes", it logged you off the system, deleted all your files, deallocated your storage tape and changed your password! There were an awful lot of surprised and angry people who called up the computer center asking what went wrong over that one!

Every so often I'll muse about those Good Old Days of the early 70's to a friend, commenting that, given the restrictions, we did some pretty nice designs in those Dark Ages. And they'll roll their eyes and say "Come on, gimme a break! That was a long time ago. THESE are the days when we're really giving birth to the art form of game design."

And I have to agree that they're right. Listening to designers like Dan Bunten, Chris Crawford, Jon Freeman, Richard Garriott and Stuart Smith (among many who deserve mention) talk about the CRAFT of this new medium, you realize that they are the ones who are proving that computer Game Design truly is an art form that can mirror life and show us more by the reflection. If designing games on mainframes in the 1970's represents the Dark Ages of Computer Game Design, the Microcomputer in the 1980's has proclaimed its Renaissance.

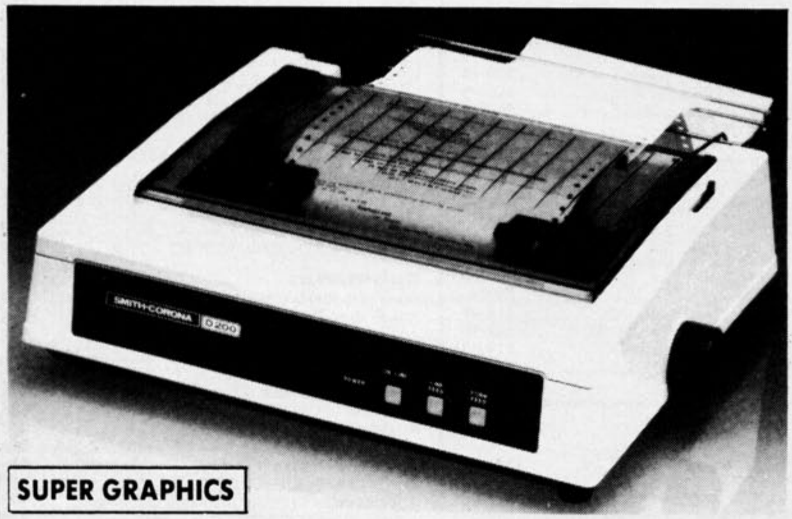
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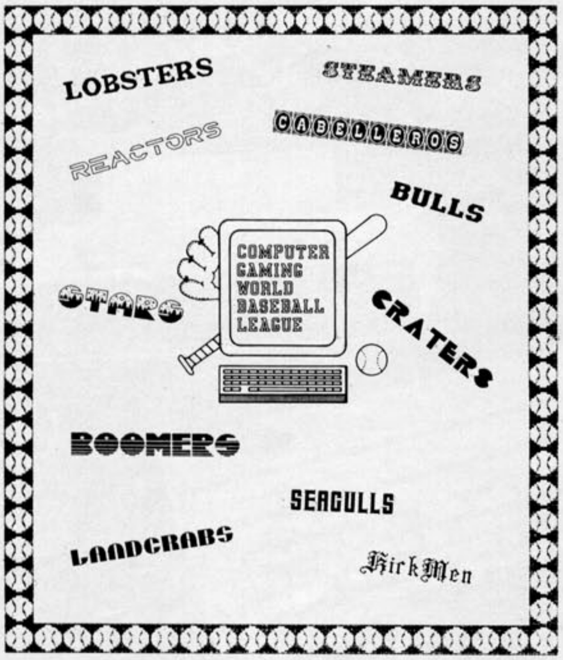
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Draft Day!



Sweat formed on his forehead as Tehachapi Steamer Owner Russell Sipe waited for his turn in the third round of the third annual Computer Gaming World Baseball League Draft. He had already used the league's protection rule to retain the services of Dwight Gooden and Fernando Valenzuela, stars on the 1985 edition of the Steamers. He wanted to pick up a top flight pitcher to go with his these two thus giving him the inside track on having the best pitching rotation in the CGWBL. Only three teams had choices before Sipe's third round pick. Fortunately several excellent pitchers were still available. But just when it looked like he would have his choice of Rick Reuschel, Mike Scott, Mario Soto, Bob Welch or Tom Browning, owners selecting before Sipe began a run on starting pitchers. Reuschel went to the El Toro Bulls, Scott was snatched by the San Onofre Lobsters and Soto was selected by the Sebastopol Stompers. Fortunately the flurry of pitcher selections started three owners in front of Sipe, not five. With a sigh of relief he selected Bob Welch.

Multiply the scene above by 300 draft picks and you have CGWBL's recent draft day prior to our third season of play. The CGWBL is made up of six National and six American League teams which play an 80 game schedule. Each team is able to retain the services of five players from the previous season. The balance of the 25 man roster is acquired through an annual draft.

The CGWBL uses a "new" Apple version of SSI's *Computer Baseball*. CB is a stat based baseball game which uses actual player stats to determine the potential outcome of each play. In addition to adjusting some of the play formulas, this new version includes the ability to print out team standings, stat leaders by team, and individual leaders in some 24 categories. Unfortunately, this new version is not yet available to the public. The CGWBL is serving as a guinea pig in the development of this new version. Although we are calling it "new" it has been around for a year now. Due to a series of problems, Charlie Merrow (CB co-designer) has not been able to get the new version ready for production. Fortunately that situation is changing and Charlie says the new version should be ready by July.

As CGW readers know, there are a number of good stat baseball games on the market and most are suitable to league play. William Peschel talks about his *Statis-Pro Baseball* League in this issue and James Trunzo touches on the subject in his two articles concerning *MicroLeague Baseball*. For detailed reviews of *Computer Baseball, MicroLeague Baseball, Pro Manager* (Avalon Hill) and *APBA Major League Players Baseball* see CGW 5.3 (June/July 1985).

When we started the CGWBL in 1984 there were very few computer stat baseball leagues in existence. Now they are becoming very popular. Perhaps the most ambitious of all is Mike White's Computer Baseball League in Wilmington Delaware. Some 36 teams recently completed play in an 88 game Winter League (White's league is made up of teams of the past, not just last year's teams as is the case with most computer leagues). If you are involved in a computer stat baseball league please write and tell us about it. If we get enough interesting information we will pass it along in the pages of CGW.

Combining a starting rotation of Gooden, Valenzuela, Welch, and Andy Hawkins with a lineup that includes players such as Darryl Strawberry, Dale Murphy, and the 1985 Starting All Star infield of Hernandez, Herr, O. Smith, and Wallach, Owner Sipe is shooting for his second league crown in three years. Play ball!

View From The Dugout

Major League Baseball On The Computer

by W.E. Peschel

A lot of dreaming goes on in major league baseball. It's the nature of a game that is played in the warm open air, which has a long history of heroes and misfits whose stories are told and statistics recalled. We dream about playing ball, of owning a team, and, for those of us who can't hit, can't field, and are not rich, we dream about managing.

That's where the baseball game comes in. Whether it's with the '85 Royals, the 1919 Black Sox, or a newly-drafted team, managing a team is one of the most satisfying ways to enjoy baseball because you're in control, matching your abilities with the best and the worst; testing your mettle alongside Casey Stengel, Earl Weaver and Billy Martin.

A number of statistical boardgames have been on the market for many years that offer that kind of thrill, and it was only a matter of time before computerized versions of the National Pastime appeared. In many ways, computer baseball games have performed substantially better than their cardboard brethren.

For those not in the know, stat games are played using real-life players whose abilities have been quantified. These ratings are a combination of the player's actual statistics as well as the designer's opinion of how well that player did defensively, stealing bases, bunting, and so on. Gamers are cast in the role of manager, responsible for setting up the teams, making trades, choosing the lineup and coaching the game. In a typical game of *Statis-Pro Baseball* (from The Avalon Hill Game Company), the ballplayers can steal a base, bunt, sacrifice, stretch one- baggers into two, and other plays.

While playing a single game is fun, the true fans search for the ultimate in realism: league play. The recipe is simple: take all the players from a single season, hold a draft, form your teams, then follow the 162-game schedule that leads to the playoffs and the biggest finale of all, the World Series.

It is only in league play that the spirit of the game appears. In a season that large, it's not up to you to win every game, just enough to get the best winning percentage. You are not only competing against the other players, but against the nature of the game as well; trying to cast a couple of dozen ballplayers in the right roles that lead to the pennant. Which pitcher works best in long relief? Who should start? Can the right balance be found between offensive power and defensive ability?

The answers do not appear instantly after one game. It takes many games to determine how you stack up against those who have filled the manager's shoes in the past.

So the heart of the game does not change on the path from ballpark reality to boardgame recreation. But the major problem with the boardgames is the work required to mine those golden nuggets dear to the heart of fans: the statistics. It's the fuel that the National Pastime runs on, and for many, there is no such thing as too few. But to get those stats forces the player to act like a bookkeeper. Getting the batting average of all your players requires keeping track of each play, followed by a session at the calculator. It's no exaggeration that to get the equivalent of the team stats summarized in the daily newspaper, you need to spend more time with the adding machine than with the dice.

That's where the home computer comes in, offering a way of playing major league baseball that far surpasses the boardgame version. The game has not changed, but using the computer to handle the drudge work allows the player more room to act and think like a manager/team owner.

Imagine a game where all player statistics are accessible at the push of the button. Where setting up involves only the time it takes for the program to load. Imagine playing a game in less than 20 minutes, printing out the box score, then saving the stats to a team's cumulative record, and printing that out as well. That one advantage alone is worth the price of the software. With the game keeping track of the scoring and the statistics, bookkeeping mistakes are gone along with the endless reams of paper.

But the crop of computer baseball games offer just more than the perfect clerk. Setting up a game of *Statis-Pro Baseball* does not require shuffling around to find the player cards (and woe if the cat eats George Brett)! No extra space is needed for the charts and the game board; it's all done in the computer. Taking that into consideration, a game can be played in far less time.

With the game handling the record keeping and the umpiring, the only thing left to deal with are the decisions each player makes for nine innings,

and that's all the players should have to do to enjoy baseball. While the suggestions below take into account *Statis-Pro Baseball*, they involve the same factors real- life managers must take into account, and can be applied to all statistical games.

The Voice Of Experience

Fortunately, there is no mystic secret to playing statistical baseball games. The same advice managers give can apply here. But like other games, while it is easy to learn the rules, applying them well is another matter. So here are some tips for setting up and running your dream team.

Understand your team as well as your opponent's. The best way to do that is with hindsight. If you have a team that is the same as in real life, then it has the same strengths and weaknesses. That may seem disheartening if you have the Baltimore Orioles (4th place in '85); the season hasn't started and already the deck is stacked against you.

But while the players are the same, the manager is different. You may have less experience than the guy who actually coached, but you have a season's worth of experience to draw from. How you handle your players will make a big difference in the success of your club.

So study the records. It'll show where your team was weak and where it was strong. With a drafted team, check out a book like *The Scouting Report* (published by Harper and Row), which gives an individual analysis of each player. Such information is invaluable.



Create your team with an eye towards balance. It'll rarely happen, but it's a goal worth striving for. Baseball is more than just great hitting. It's hitting, bunting, stealing, starting, relief and nine positions that have to be filled with the best possible man, plus substitutes for injuries. Neglect one of these areas, and that's a hole that the other team can drive runs through.

In addition to the ratings, each player in Statis-Pro has a "string." This is a series of base 8 numbers from 11 to 88, sectored off into the range of play results (from put out to home run). Each batter and pitcher has his own string; the pitcher's string strongly favors put outs, while the batters string leans towards hits. The factor that determines this is the Pitcher Control (PC) rating. The poorest pitcher has a 29% chance of having the result checked on his string, while the best has a 72% chance. For each at-bat, the game decides whether it will check the pitcher's string, or the batter's. A random number is chosen, modified by a number of factors, and applied to that string to determine the result.

Since the 1927 Yankees are on the Statis Pro Baseball game disk (along with 19 other famous teams), let's condense Babe Ruth's string (omitting the base 8 ranges) to show the percentage chance that each play result will happen:

Infield Single: 1.6%
Single To Left: 3.1%
Single To Center: 3.1%
Single To Right: 3.1%
Double To Left: 1.6%
Double To Center: 3.1%
Double To Right: 3.1%
Triple: 3.1%
Home Run: 17.2%
Strike Out: 9.3%
Walks: 29.7%
Hit By Pitch: 0%
Outs: 21.9%

It seems strange that Ruth can get on base about 70% of the time, until you remember that this only happens if the result is checked from his card, and not the pitcher's. A number of things can be concluded from examining his string. Ruth has a better chance of drawing a walk than hitting a home run. This is important in deciding where he should be in your lineup. He can bat third in front of two good hitters, clean-up and provide the runs, or he could conceivably lead-off. In that position, he would probably have fewer RBIs, but stand a very good chance of getting on base and in a position to score.

Ruth's string also shows him capable of hitting to all parts of the field, which a slight preference to center and right. Not all players are so balanced, so if you're facing a slugger who pulls to right, consider putting the player with the best arm and range out there. If a fielder doesn't have much at the plate, he may still prove his worth with his glove by taking potential runs away from the other team.

If the Sultan of Swat is playing against you, his presence plus the game situation will determine your pitcher substitution. This is where you have to

Continued on pg. 45

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AN INTERVIEW WITH THE DESIGNER OF MICROLEAGUE BASEBALL

by James Trunzo

The following interview was conducted by James Trunzo, a free lance writer and game designer from Pennsylvania.

Inside most adult males is a young boy; and all of us who have sat behind an office desk or walked through a steel mill daydreaming about hitting a game-winning home run or scoring the go-ahead touchdown know exactly what I'm talking about. Sometimes the "boy" dominates the "man" and something special happens. What other explanation could there be for a mature professor of statistics and research at the University of Delaware, highly thought-of and secure in his position, to suddenly say to himself: "I want to create a baseball game... a computerized baseball game that surpasses anything that's out there now!" Armed with that dream **Barry Morstain** brought *MicroLeague Baseball* to life.

A recent interview with Mr. Barry Morstain, President of MicroLeague Sports Association (and still professor at the University of Delaware) revealed more information about his on going metamorphosis as well as providing insight into the product that he has "fathered":

Trunzo: What makes a successful full-time professor decide to embark on a precarious venture such

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MicroLeague Baseball: Going into "Extra" Innings!

by James V. Trunzo

While there are a number companies producing excellent computerized baseball simulations, none of them approach the sport with the passion and zeal of MicroLeague Sports Association(MLSA), creators of MicroLeague Baseball (MLBB). Although a late arrival on the computerized statistical replay scene, MLBB has rapidly earned a dedicated audience due not only to the merits of the game itself but also through the unprecedented support given to the product. It is the latter element that sets MicroLeague apart from its brethren. Numerous reviews have been dedicated to MLBB, including an excellent overview in Computer Gaming World. This article will focus on the "extras" offered by MLSA!

MLSA offers yearly updates in the form of team data disks that recreate the prior season's play. This, of course, is not unique, because all of the other major companies offering a baseball simulation do likewise. However, what is unique is the fact that the data disks are available approximately three to five weeks after the conclusion of the season! For the hardcore baseball buff, especially those involved in replay or draft leagues, the early release date is significant, allowing plenty of time for organizational duties as well as providing additional time for actual game play when recreating a season. It also alleviates the withdrawal pains that many baseball fans feel during that interminable time between the last pitch of the World Series and the first pitch of spring training.

Furthermore, the team data disks are but one of the products currently being offered by MLSA. In addition to the yearly updates there are Franchise History Team Disks, World Series Team Disks, NL & AL All-Star Rosters Disk, and the new General Manager/Owner Disk. The Franchise disks, especially, are a fascinating concept.

Each Franchise disk features full player rosters of 10 selected years in the club's history. The teams selected are not necessarily the ten best teams, but the ten teams that reflect the history of a particular franchise from its conception to its present situation. For example, a Dodger Franchise disk would contain teams from the Brooklyn "Bums" era as well as teams that have existed since the franchise shift to Los Angeles. This approach provides a real "feel" for the character of the franchise, accurately reflecting high points, low points and, in some cases, consistent mediocrity. If you were to purchase the Boston Red Sox Franchise disk, you could trace a team with an illustrious tradition and all-star players: from Babe Ruth (as a .300 hitting pitcher!) to Ted Williams, from Frank Malzone to Pumpsie Green, from Yaz and Lonborg to Boggs and Oil Can Boyd.

Each Franchise Disk contains an All-Time Great roster made up of the best players in the club's history. A Franchise History disk is available for all existing Major League clubs.

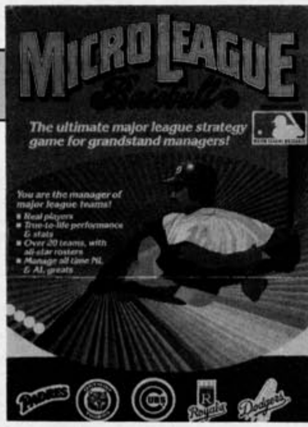
The latest release from MLSA (at least as of this writing) is the General Manager/Owner disk. Not only can owners of MLBB manage their favorite team, they can run the organization. The GM disk allows you to trade players, update rosters by adding that "hot-shot rookie" who made the squad - even create a player to represent you (using the stats that you'd have generated had you ever gotten the chance to play in the pro's, of course!). And for those who participate in draft leagues, the GM disk is a must due to the tremendous ease of transferring an existing player from one team to another. A few simple keystrokes and Alan Trammell goes from the Detroit Tigers to the Silver Creek Nuggets! The GM disk stores the new teams created and these are easily accessed through the MicroLeague Game disk, as are all the other disks previously mentioned.

Beyond all this, owners of MLBB are given, free of charge, membership in the Manager's Club. Quarterly newsletters provide a form of communication between the game owner and the game creator as well as offering the exchange of ideas between "managers". The newsletter gives advanced product information, prints actual statistics derived from relays on MLBB, and offers a general forum on baseball news in general.

Members of the Manager's Club can receive information ranging from such small details as what's the most effective warm-up time for a relief pitcher to larger questions like what is the best way to go about forming and running a league? Manager's Club members also qualify for discounts on all MLSA products.

MLBB is an excellent product that could easily stand on its own; the support behind the product just makes it that much better.

When not teaching high school English, James Trunzo designs games such as Title Bout and Pro Tennis which are available from Avalon Hill Game Co.



as the one you've undertaken?

Morstain: I've always loved baseball and I knew quite a bit about statistics and probabilities and computers. It just seemed logical to me that baseball fans could have a lot of fun with a computer baseball game that contained all the elements of the popular board games but that would be so much easier and faster to play. After looking at what was out there, I really believed that I could produce a better game from the concepts that were dancing about in my head. So I decided to start from scratch and give it (creating a computer baseball game) a try. Heart as much as head went into it, at the beginning.

T: How long did it take you to get from the initial ideas phase to actually marketing the product?

M: Three years went into the actual development of the game. This includes the time it took to perfect the algorithms that create the play results as well as creating the company itself.

T: To what do you attribute the success of Micro League Baseball?

M: A number of things, actually. The major reason, in my opinion, is that people are finding that it (the game) satisfies those who want statistical accuracy as well as those who want a game that's easy to play. Probably more than any other sports simulation on the market, MicroLeague captures the "flavor" of the game. The graphics are in sync with the game play and the "color commentary" is almost like that of an old-time radio announcer. We have tried to visually capture the anticipatory events that occur during a game. The game communicates well to the user; there are many "help" messages that don't intrude on the game play but that do allow for exceptional ease of play - both in the areas of procedure and strategy.

Finally, we really care about the product. It's our only sports game and as such, we devote all our talent and time to it. The consumer benefits because if he's into baseball, he knows that we are, too. We at MicroLeague work hard to provide support through the Manager's Club, by helping establish leagues, by answering all the letters written to us and by constantly trying to come up with new products to enhance the original game. Products like the General Manager disk add an entirely new dimension to the game.

T: On that note, what new products are in the work, if any?

M: The next major release will be a *box score/stat compiler*. Initially, we made the decision to dedicate much of the program to the graphics...and we feel that they show it. There just wasn't room on the original disk for a statkeeping module. However, we are aware of the fact that not only those in leagues like season-long stats but even the casual gamer is interested in "looking back" over the game just completed and seeing who did what. If all goes according to plan the box score/stat compiler program should be ready early in the 1986 baseball season.

T: What are the reasons behind the early release date of your season data disks?

M: We intentionally plan a release around World Series time for several reasons. First, we want to attract the replay crowd and they benefit from an early release of the past season's players disk. Also, it gives them a chance to replay the World Series along with the actual event or shortly thereafter. One of the reasons that we can do this kind of thing is because we are the only licensed product of its type that is officially endorsed by the Major Leagues and the Player Association, giving us immediate access to statistics, etc.

T: What lies down the road for MicroLeague Baseball Association?

M: Well, we intend to put out a product especially for the **Atari 520 ST**, the **Macintosh** and the **Amiga**... a kind of Advanced MicroLeague Baseball. It would allow for even more sophisticated algorithms, additional decision-making options for the user and so forth. We would be attempting to take advantage of the additional available memory. Beyond that, we hope to establish, through the *Manager's Club*, a forum for baseball fans to speak out on such issues as the DH, interleague play, expansion, and salary caps. The results of a survey of seven to ten thousand people would be significant enough to take to the Commissioner of baseball.

T: Finally, how about other products? Can we expect to see MicroLeague Indoor Soccer anytime soon?

M: We are currently investigating the possibility of developing simulations of other statistically oriented sports that would call for user strategy and decision-making. But Indoor Soccer?!

AUTODUEL®

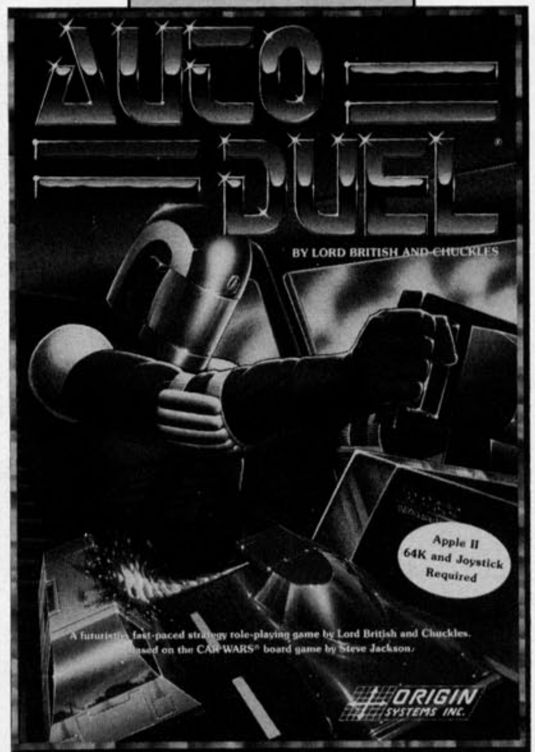
by Bill Oxner

Rolling out of the Big Apple on the Jersey Turnpike, headed for Philly. As you pass the city gates you check to make sure your body armor is snug. Front machine gun and rear minedropper are loaded and ready. The armor plate on the front and sides of your car is the best you could afford. Check the radar for road outlaws and cycle gangs. The road is clear as you put the pedal to the metal for a nice Sunday drive in the year 2030.

Autoduel is based on the popular boardgame *Car Wars*. The setting is a post-nuclear war America, where the legal system has disintegrated. The highways are host to large numbers of cutthroats and pirates, all armed with various lethal weapons. However, these same byways are also your roads to fame and fortune. You can rise to the top of the heap as a courier, carrying valuable cargo from city to city, or as a vigilante, clearing vermin from the freeways. If you've seen the MAD MAX movies, you get the picture. Mano-a-mano combat with the All-American symbol, the automobile.

Autoduel is a role-playing game with arcade aspects. You begin as a pedestrian with $2000 in your pocket. Since pedestrians have lifespans measured in hours your first chore is make enough money to buy a car. Autodueling is a popular sport, similar to the gladiatorial contests, and you can participate in the Amateur Night at the local arena. You are provided with a loaner car and machine gun. If you survive you win cash and increase your prestige and skills. Winning three such events will give you sufficient money to purchase a car and get into the real world of travel and adventure.

The auto assembly plant has a very wide range of options, to allow you to put together a vehicle to your own taste. It may be a rabbit, built for speed, with little armor and few weapons. This type is useful for courier assignments. You may see yourself as Charles Bronson and prefer a turtle. Lots of armor and many types of weapons. This one doesn't have room for cargo but it will put fear in the hearts of the bad dudes on the highway. You can choose from such toys as machine guns, flamethrowers, lasers, rockets, smokescreens, recoilless rifles, etc. One of the most popular aspects of the boardgame seems to be the variety of vehicles and weapons that can be utilized. Catalogs are available that constantly add new variants to the game, it seems likely that additional data disks for the computer version will also be forthcoming.



Your character is rated for prestige, health, driving skill, marksmanship and mechanical ability. Higher prestige permits you to carry more valuable cargo, at higher pay scales. Prestige is increased by successful combat and completed cargo runs. It can go down if you fall prey to temptation and sell your cargo at the local bar. Driving skills help you in handling your car on the road and in the arena. It is increased by road travel or victory in the arena. Marksmanship helps you to shoot more accurately and cause more damage. It is increased by successful combat. Mechanical ability helps you to salvage weapons and ammo from defeated vehicles. It can be increased by taking lessons at the local garage.

Each city in *Autoduel* has various facilities that your character can visit. Some cities contain many buildings, some cities are hick towns. These facilities include: a garage for repairing damage and taking mechanic lessons; a weapon shop for new guns or ammo; a salvage yard where looted items can be sold; Joe's Bar where you can get a drink and hear rumors; the Gold Cross office where you can recuperate or get a clone made; the American Autoduel Association office where you can get road information and pick up courier tasks; the Assembly Plant where new autos are purchased; a Casino

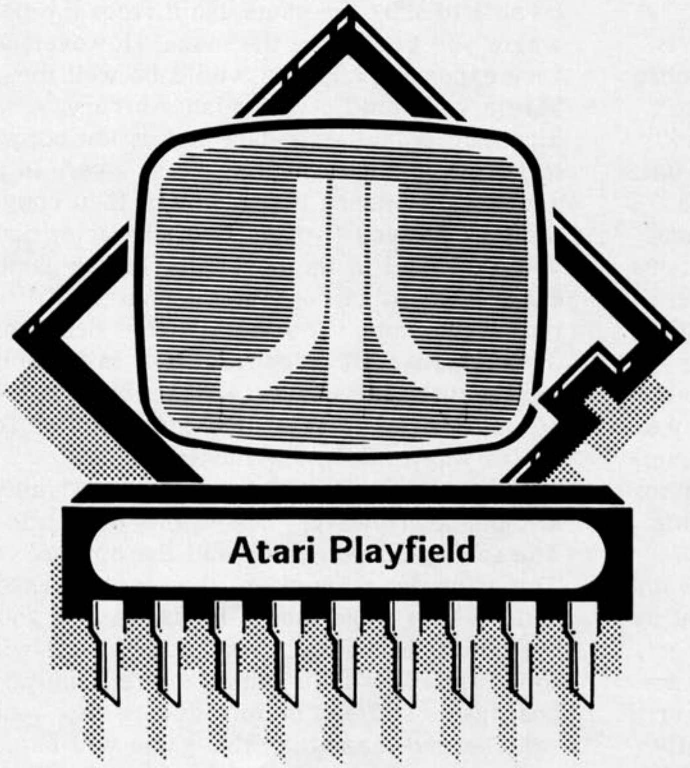
(Atlantic City only) where you can gamble; etc. There are a sufficient number of different venues to keep the game interesting and provide the character with a wealth of choices.

The goal of the game is basically survival! As your skills and wealth increase you will find more challenging assignments given to you, but there doesn't seem to be a "final" goal to reach. Frankly, none of us have survived long enough to find out.

The arcade aspect of the game comes in the movement of the car and the use of the weapons. You direct the car via a joystick and fire weapons with the joystick button. Choices of weapons are made on the keyboard. The game requires a fair amount of manual dexterity. Your enemies are lethal and clever, there is very little room (or time) for error. Until you have enough money to buy a real battlewagon you will find the going extremely difficult and death not uncommon. It is not impossible to survive but be prepared for a fairly long learning curve.

Speaking of death, we should note that it is not possible to completely "save" a character as you do in other RPG adventures. Your character's aspects are being constantly updated as you play. You are able to stop the game and save to disk. However, if you are killed in combat, that death is automatically updated on the disk and you will be unable to restart the game from a point prior to death. The game itself provides the option of buying a clone. The clone is saved separately and you would then be able to start the game again from the point where you purchased the clone. However, a clone is very expensive and you would be well into a game before you could afford such a luxury. A helpful hint here is that your data disk is not copy protected. You can quit the game at a certain point and your character is saved. You then copy the data disk, giving you two identical character disks. If you are killed in the next stage of the game you can use the other copy of the character disk to restart the game. Your character is dead on one disk but alive (at an earlier point in time) on the second disk. Not exactly kosher, but death lurks around every corner in this game and we found it a useful way to keep on trucking.

This reviewer is not normally an adventure game aficionado. However, I liked this one quite a bit. The setting is interesting and the options varied. The game design is clean, the graphics excellent and no bugs were found. Be aware that good hand-eye coordination is essential and success will not be found quickly. If the manufacturer follows the boardgame strategy of introducing new weapons, vehicles and maps then this game will be a success for years to come. Highly recommended.



by Gregg Williams

So many games, so little time (sigh). This month, I have one update, two dogs, and a real winner. Let's get started.

Halley Project Update

I finally got the secret information that allowed me to go on the eleventh and final mission of Mindscape's *Halley Project*. (See the March issue for a review I did of this game.) As you may remember, the game forces you to complete an entire mission before you can save the results to disk. My tenth mission had seven legs of travel and took me about two and a half hours to complete, and I assumed that the final mission would be equally arduous.

Astronomy book in hand, I started the final mission early one evening. I got through several legs of travel before I was stumped by the clue given for the next destination--fortunately, I got the answer after a long-distance call to a friend who is an astronomy buff.

Then--disaster struck. I landed on the moon that was my sixth destination, hoping that this last mission would have only seven legs, like the mission before it. The screen blanked, the disk drive turned on, I waited for the clue to my next (and perhaps last) destination, the drive turned off, I waited and waited and waited, tried a few things--nothing. The only thing the computer would recognize was a System Reset signal--and I had lost over two hours of tedious and involved navigation!

I decided there was no way I was going to go through that again--I just didn't have the time to waste. If you make it through the eleventh mission, let me know what your final reward is--I was so close...!

(Addendum: Mindscape is awarding 25 prizes this month (May) in a drawing from people who complete the eleventh mission, the first prize being a trip to EPCOT Center and Cape Canaveral. Due to popular demand, they're running a second, identical contest with prizes to be awarded in October; to qualify for this contest, you must send in the enclosed tenth-mission-completed card by June 30, 1986.)

Some Dogs

I thought I should warn you about two programs I recently evaluated. The first is Electronic Arts' *Movie Maker* for the Atari 800, a so-called animation studio that promises "dazzling animated graphics made easy." The reality is four-color "movies" (four colors--on an Atari?!) so amateurish and primitive that they would impress only a 4-year-old.

The second product is not bad, it's just that there are better available. I refer to the Atari 520 ST version of Polarware's *Transylvania.* The story line is fine, but the game makes almost no use of the ST's extra colors, resolution, or speed. Polarware has a portable "drawing" file, which it can easily move to new machines, so the pictures in the ST version are essentially the same as those in the earlier Apple II version and reflect that machine's limitations. Activision's *Mindshadow* is much nicer visually and makes better use of the ST's mouse and high-resolution graphics.

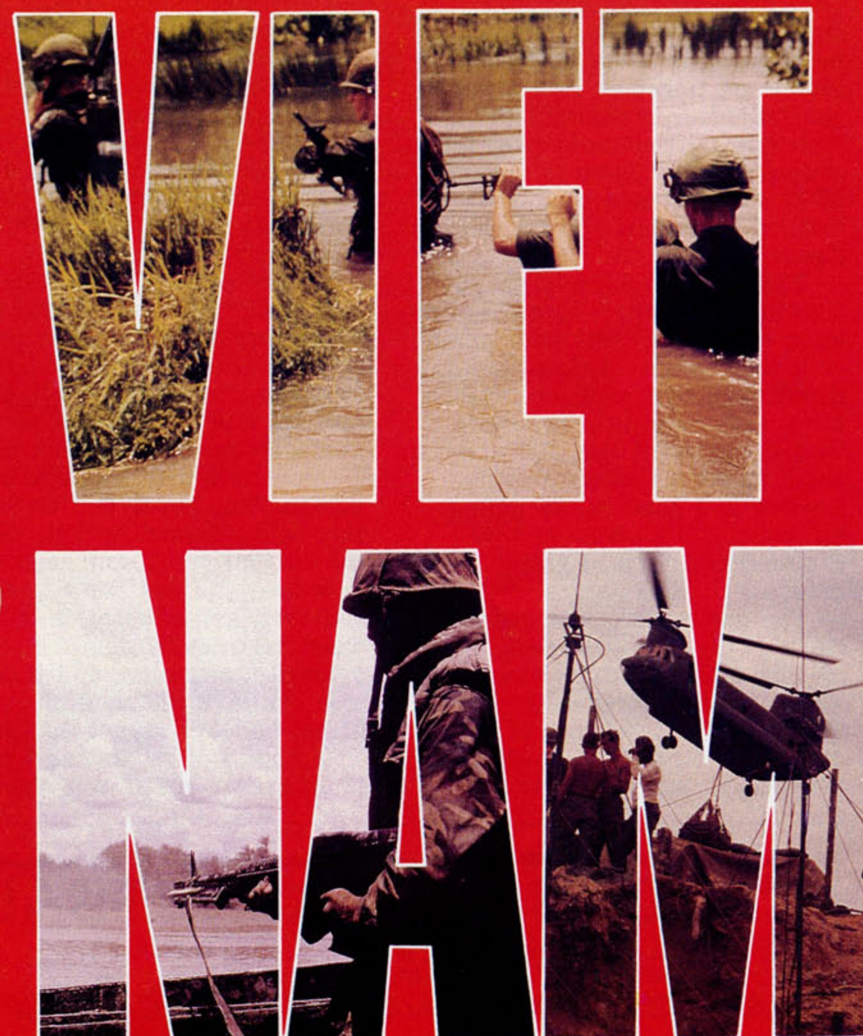
SunDog

This game is one of the most impressive adventure/strategy games I've seen in a long time (it originally came out for the Apple II, though I never played that version), and the loving, intelligent, and detailed translation to the Atari 520 ST makes it the most impressive game I've seen on the ST yet. Mind you, this is not an instant-gratification shoot-em-up (though they have their place); it is a long-term simulation--sort of a science-fiction equivalent to Wizardry--that will take you *months* to complete.

To summarize the scenario, you have inherited the SunDog, a one-man star freighter, from an uncle who died under mysterious

Continued on pg. 28

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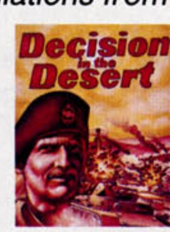
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Continued from pg. 26

circumstances. You also inherited an obligation of your uncle's, to build a colony for a religious group and transport its cryogenically-frozen colonists from their current (but unknown) locations in the Region (a cluster of 12 solar systems containing a total of 18 planets and several dozen cities).

The game is, politely put, a learning experience. You have to learn how to navigate and repair your ship, trade, explore cities, travel, deal with muggers, pirates, and other citizens, and God knows what else. I've spent about about ten hours playing SunDog and have barely gotten off the starting planet (I *have* explored and learned a lot, though).

The game works on several scales--you can be on foot, exploring the (numerous) blocks of a city, in your cargo pod, driving across the landscape of a planet, or in SunDog, navigating between planets and solar systems. You often meet individuals (everything from hotel clerks to beggars and muggers) with whom you interact via pop-up windows containing multiple-choice options. There's the occasional combat, but you spend most of your time exploring and trying to get things done; time is a constant enemy in this game.

Speaking of time, SunDog is in real-time, with game "minutes" passing at the rate of one game "minute" per real second. Since your character periodically requires food and rest (without them, you'll die), every hesitation of yours costs your character minutes or even hours.

You start with a character named Zed, but if you choose the "Select Game" option, delete the current game, and start a new one, you can name your character and choose his or her characteristics (strength, IQ, dexterity, charisma, and luck). You can save the state of the game, but you cannot save multiple copies of a game and revert to an earlier one if you do--you have one life, and if you mess something up, you have to live with the consequences. (If you *really* regret what you've done, simply turn off the computer; the next time you run SunDog, your character will be a the last saved state.

I'm very impressed with the design of SunDog and the cleanness of this implementation, which is simple, unobtrusive, and fast. If you have the time for it, SunDog is a great game--but I suggest you buy a notebook and take systematic notes.

Is This the End?

Unfortunately, yes--I could have talked much longer about SunDog. Next month I'll cover *Bratticus* (a British 520 ST game imported by Mindscape), *The Great American Cross-Country Race* (a nice driving game for the 800, from Activision), and maybe some other things. Until then, remember: pound for pound, an amoeba is the most vicious animal on earth.

THE COMMODORE KEY

Roy Wagner

This month we are going to look at three very popular games for kids from Walt Disney/Sierra On-Line. As we all know most kids would rather play a computer game than spend that same time learning something new. These games, under the cover of 'fun', also have great educational value. These are among the *best* educational games that I have seen.

Donald Duck And Friends

The first is *Donald Duck's Playground* for kids from 5 to 10. It is an integrated package of four similar games where money is earned, playground equipment is purchased, and then played upon. At the start of the program you can select a level of difficulty that basically affects the level of complexity of your money transactions.

Donald (you) starts off in the middle of a quiet street with four businesses (games) on the right and three stores on the left. Upon entering any of the businesses, Donald selects the length of time that he will "work". At the end of the work period, Donald is paid for his efforts minus any damage that may have occurred. A joystick is used. The first business is a fresh produce depot where Donald must catch various fruits and vegetables being thrown off the truck. He must then drop them into the proper (matching) crate. If Donald misses the catch or crate, he squawks. He is paid for the number of correctly placed items.

The second business is the local airport where Donald works at selecting baggage items identified with a three letter code (AAE, CAI, etc.). These must be picked up and thrown into a moving baggage tram with carts matching the coded baggage. Eventually the tram moves off to a waiting airplane and a new tram follows with other letter codes. He is paid for the number of correctly loaded baggage items.

The third business is Becky's Toy Store where Donald works at taking items off a conveyor belt and placing them on a multilevel shelf where a similar item is located, matching both color and item shape. To place the items, Donald must move and climb a ladder. At various timed intervals, the "Amquack" train passes by shaking the entire store. To prevent breakage, Donald must close the door of the shelf during the time that the train passes. He is paid for each correctly placed item, minus any breakage.

The fourth business is the "Amquack" train yard where Donald is given a destination for the train and a view of the entire train layout. He must find the location on the layout and switch the appropriate switch(s), using the identity letters at each switch that match the letter at his control panel. This one requires quick reflexes and thinking. He is paid for the number of correct destinations that the train has reached. Once Donald has earned a reasonable amount of money (depending on the skill level), he can cross the street and visit any of the three stores of Daisy, Mickey, or Goofy and buy various items for the playground. Each item must be paid for using the exact dollars and coins. For each item purchased, he must leave the store and go to the playground. Going there requires that Donald cross the railroad tracks. He is *not* able to cross the tracks until he turns and looks both ways down the track.

At the playground, he suddenly becomes a youthful Hewey, Dewey, or Louie. He may place or move any of the play items (swings, slides, ladders, etc.) to any location in a 4 by 4 area. After placement, it is "Playtime" until he chooses to return to "work" or to buy other items. The Disney characters are well portrayed. The graphics are remarkable, both in appearance and in the fact that hi-res mode was *not* used. All graphics were created using a redefinition of most of the 255 graphics characters available on the C64. The only characters not used were letters, numbers, and some punctuation. The animated sequences were done using both sprites and characters graphics. In addition to being fun to play, there are several learning concepts that are presented in the play of the game: putting items into categories, earning and counting money, reflex coordination, and some minimal reading skills.

But not so obvious are the concepts of the entire work ethic (work-buy-play cycle), financial reward and loss, and of course, always looking both ways.

Winnie The Pooh and Friends

Another Disney/Sierra game is *Winnie The Pooh and The Hundred Acre Wood*. This is a very simple graphic adventure for kids 6 to 9 with some degree of reading skills, although two can play with one doing the reading. A map is provided that directly matches each screen displayed. That is, if you go north you up one picture on the map. The adventure starts in Christopher Robin's room which contains a toy chest wherein is often found an item that must be returned to it's owner. If an item is not there, you must go in search for it and its owner. The toy chest is also used to save the current game to the game disk. There are plenty of warnings that a previously saved game will be lost. This part is very well done for the young players.

Continued on pg. 47

THE MOST CHALLENGING GAMES AT THE MOST REASONABLE PRICES

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Fooblitsky	*NEW*	$40	$27	•	•		•
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Infidel		$45	$30	•	$27	$27	•
Planetfall		$40	$27	•	$24	$24	•
Seastalker		$40	$27	•	$24	$24	•
Sorcerer		$45	$30	•	$27	$27	•
Spellbreaker		$50	$33	•	$30	$30	•
Suspect		$45	$30	•	$27		•
Suspended		$50	$33	•	$30		•
Wishbringer		$40	$27	•	$24	$24	•
Witness		$40	$27	•	$24	$24	•
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Invisiclues		$8	$6	•	•	•	•

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BRODERBUND - SYNAPSE	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
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Lode Runner	$35	$23	•	•	•	•
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Mask of the Sun	$40	$27	•	•		
Mindwheel	$45	$30	•	$27	$27	•
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Pr. Shop Gr. Library #1,2,3	$25	$17	•	•	•	•
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PENGUIN	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
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Crimson Crown	$35	$23	•	•	•	•
Quest	$35	$23	•	•	•	•
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ELECTRONIC ARTS		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
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EPYX

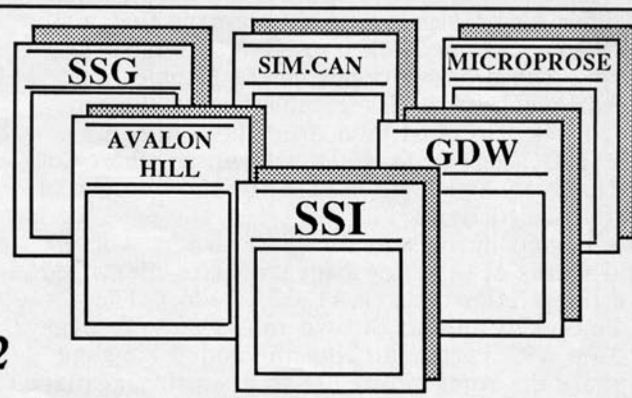
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TELARIUM	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
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Shadowkeep	$40	$27	•		$22	•

ACCOLADE

ACCOLADE		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
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Double Accolade	*NEW*	$45	$30				
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ETC.	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
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Scorpion's Tale

AMAZON

Ah, the days grow longer again, which means, of course, that much more time for adventuring! But don't let me keep you standing here by the door; step right in and take your favorite chair, while Fred mixes up one of his (in)famous potations. You do look a bit worn out; I suspect that circus life didn't quite appeal to you, after all. Ah well, how about a little vacation to some distant place, far from the cares of civilization... say, in the vicinity of the Amazon River?

Actually, *Amazon* (from Telarium) is not really that difficult a game, but I do keep getting inquiries about it. While it has three levels of play, the Novice and Seasoned versions are pretty similar; the Leader level is the most difficult, primarily because it has some extra red herrings, as well as a few extra doors to open in the end game. With that in mind, let's take a little jaunt down to South America for all you Leader-types out there.

Much of the opening, as you probably know, is automatic. You just wait around for the transmission from the Amazon, then go to Murphy's office for the briefing on your mission, which is to recover some very valuable emeralds from the lost city of Chak. The previous expedition, as you note from the satellite pictures, came to rather a sorry end. We will fervently hope that the same thing doesn't happen to you!

So, you're off to the Amazon, with a quick stop along the way to pick up the obnoxious parrot, Paco. While his usefulness is limited, you DO need him here and there, so you might as well take him with you. However, you must deal with the greedy director first; fortunately, he isn't as greedy as he looks. And if you happen to make an unscheduled stop on your journey to South America, you may not have realized that.

One thing to keep in mind on this trip is that your computer is your most valuable possession. It can help you out of many tight situations, although not all of them. A certain amount of judgment is needed. After all, those emergency transmissions ARE expensive!

Well, here you are at the cliff, or, more properly, the cliff bottom (getting down really is easy, you already have a hint about that). The trick is to get back up again; too bad you can't fly the way Paco can. And I'd be real careful about what I touched down there, too. This isn't, after all, July Fourth!

Things seem to be going rather well, at least for the moment. There's a ruined city over there, but this early on, you can bet it isn't Chak. And who knows what nasty things might lurk within? Investigate at your own risk.

Hmmm, is that gunfire you hear in the distance? It wouldn't surprise me if those corrupt government troops were in the area. I'd be cautious around here, if I were you. Oooops, too late! Looks like they found you. Shucks! Now you'll have to escape... only it's a little difficult to do that when you're all trussed up like a Thanksgiving turkey. Turkey... hmmm... this game really is going to the birds!

No matter, at least you're free again (you ARE, aren't you?), although the sun has set and it's pretty dark out there. But of course you've checked your inventory, so seeing shouldn't be difficult at all. On the other hand, someone's just noticed you're gone, and the troops are in hot pursuit! Talk about tense situations! Still, with your training, you are prepared to cope with this emergency.

Whew! That was a close one, alright! Fortunately, you managed to get safely away. Ummm, well maybe not all that safely, as you note an arrow whizz past you to lodge in a nearby tree. Good thing it's only the Kemani, who are, if not especially friendly, at least neutral. I'm sure, tho, that your charming personality will win them over... that, and maybe a little bribe. See? They've gotten to like you now; only, what is this cave they're taking you to? It's just one thing after another on this trip.

However, your new friends probably won't like you very much if you don't stroll through the cave, so you might as well do it. Gee, it's getting dark in here. But don't be hasty; perhaps you should go a bit further along before you do anything about the lack of light..ya never know who might be watching!

Ah, and there in front of you now is Macuma, the (active) volcano. Since it could go off at any time, let's not dilly-dally... keep moving. Brrrr, it's cold up here, and the snowstorm certainly doesn't help much in the visibility department! You can't see, and Paco can't see, so what's left is...

Mmmm, this is better, you're back in the warm jungle again. Say, what is that? It sounds like a plane... yep, and it just dropped something, too! A

crate goes sailing by, complete with parachute. Unfortunately, it seems to have missed your current location, so now you'll have to go looking for it. In dense jungle, too.

Mazes, phooey! Although this is a pretty simple one to map out, if you just use the standard 'drop something and move on' technique. A little attention to detail, and you should arrive at the crate in no time.

Well, well, what have we here? An inflatable raft, an oar, and a rifle. Uh, wait a second. Better look that stuff over pretty carefully. And make sure you take EVERYTHING you can with you; there's no turning back here if you forget something.

At least you've made it to the river. This is where you find out that your raft is not quite so inflatable; there's a hole in it. Sigh. However, don't despair (or is that, don't panic)! While you may not have a handy patch kit, there may yet be a way to cross over. Explore a little.

Aha! A boat! Great! Then again, maybe not so great; there's a hole in that, too! This sort of thing could easily give rise to feelings of persecution, but you are made of sterner stuff! So, stuff it and get on over to the other side of the river!

Naturally, it would be easier if those alligators weren't coming after you. Still, considering where you are, it's not all that unexpected. Unfortunately, this is where you find out that the rifle doesn't work, either (makes you wonder where NSRT buys their equipment, huh?). Yet, all may not be lost; you may find another use for the rifle. Think about it (but think fast).

Good, you drove em off! But that's only temporary... they're coming back! Better move, like super quick! Ah, you just made it. Pant, pant (hmm, nice pair of pants). That was pretty strenuous work, and you're in no shape to do much beyond sacking out for the night.

And here we come to a totally purposeless, and rather frustrating, part of the game. Monkeys have made off with your pack, and you will have to chase them to retrieve it. There are no special tricks here; you just have to keep at it until you have your pack again. Good luck, and persevere!

Sheesh, that was worse than the alligators! However, you aren't out of the jungle yet. You need to cross that bridge ahead, but Paco, with his water phobia, simply refuses. While you may feel like wringing his obstinate neck, that simply won't do. Shooting him with the gun won't help much, either. This particular problem can be solved only by some tricky syntax involving the gun.

But look, you're getting close to your destination now. Even Paco seems excited, as he urges you on to a tree of skulls. Skulls? Gulp! Best be careful here; one step in the wrong direction, and you'll be lost (saving the game is recommended before moving!).

Is that... could it be? YES! At last, you have arrived at the legendary lost city of Chak! Yay! Umm, you better calm down a little there; it's almost dark and you know what that means: the Hunis will be coming after you. This is another of those boring little arcade sequences that you can't avoid. Fortunately, there are only a few to shoot this night, and if you manage the rest of the adventure properly, you won't have to worry about them again.

Ok, comes the dawn, and time to do a little exploring in the city. Hmm, Chak sure is in a bad state of disrepair; walk carefully. There doesn't seem to be too much of interest in the place, but then looks can be deceiving. All those blank walls are suspicious, aren't they?

Hey, look what you found: a secret passage! Let's take a look inside. Ooops, the entrance just closed behind you! Oh well, you really didn't want to go back that way, anyhow. Right? So, onward! (Like, you have a choice?) And here you are in a

large room with some other rooms leading off of it. Explore those rooms THOROUGHLY!

Well, those rooms didn't take you anywhere else, so that door up ahead must be what you want... the one with the skeleton in front of it. And here's a piece of paper on the floor; it might be worth looking at. Luckily, it's translated for you, free of charge.

Now, we come to the fun part: making it through the antechambers safely. There are three of them (I know you're thrilled about that). The first two antechambers have three doors each; the last one has nine doors. In each room, you must open all the doors in the proper sequence, or else... (no, let's mot think about that).

Fortunately, you have plenty of time to think about how you want to open those doors. For the first two rooms, you could use trial-and-error, since there aren't that many possible combinations. However, restoring the game can get to be tedious. So, what do you do? You look VERY carefully at EVERYTHING in the pictures. The correct sequences are there, if you know what you're seeing. The last set of nine doors is the most difficult, but the answer to that one is right there in front of you... good luck!

By golly, you did it! You made it through and snatched up all the emeralds you could carry. And just in time, because there goes the volcano! Better move it! WHEW! You got out just in time to watch the city crumble away before your eyes. Ah, but what does it matter... you accomplished your mission! And don't you feel just great that your reward is a scratch on the head from Paco? Hehehe!

Still, you do look a little better now, what with that tan and all. But before you go, remember that if you need help with an adventure game, you can get in touch with me in the following ways:

On Delphi: Stop by the GameSIG (under the Groups and Clubs menu) On GEnie: visit the Games RoundTable (type: SCORPIA to get there) On the Source: send SMAIL to ST1030.

And, naturally, there's US MAIL; send your question(s) with a self-addressed stamped envelope (if you live in the USA) to:

Scorpia
PO Box 338
Gracie Station
New York, NY 10028

Seeya next month... and until then, happy adventuring!



Roy Wagner

Racter - Is it a Game?

To understand Racter, the new entertainment program from Mindscape, is difficult without actually seeing it. Fortunately, we will be able to look at a sample of the program in operation.

The "game" is a text conversation with *Racter* dominating the conversation with it's bizarre comments and stories. In the Amiga version, *Racter* will also speak his part of the conversation using the standard voice output of the Amiga. The disk is constantly being accessed and key parts of your side of the conversation are saved for later reference. The more you let *Racter* talk the more references to previous comments that appear. In many cases it is obvious that *Racter* is randomly throwing words into a sentence that is grammatically correct most of the time. *Racter* is also quite a name dropper as a number of famous people constantly appear in the conversation or stories that *Racter* is fond of telling. I found the one-sided conversation interesting, but a bit obtuse. The classic program *Eliza* is a more balanced conversation and seems more realistic. I kept feeling like I was in a smoke (and not just cigarette!) filled beatnik club of the fifties talking with a coffeehouse philosopher who knew a great deal once, but whose mind is somewhere else now. *Racter* seems to be of the fifties in his references to people and topics of conversation. As I played, I kept questioning whether this program was worth it's price. An example of a somewhat edited conversation with *Racter* follows:

Hello, I'm Racter. Who are you?
> Amiga Computer
Your name is Amiga, then?
> Yes
Hello, Amiga. What would you like to know? Excuse me a minute while I attend to some business - I'll be right back...(time passes)...I'm back.
> What do you think of computers?
haw..... ha haw HEE (hic) haw haw......... (hic) haw.... (and so on) Ask a question, please.
> Do you read magazines?
No. Did you hear about Tom Etter?
> No.
This is shocking: Tom Etter had tried to work while downness was rampant, and consequently downness is what all workers want when they divorce oxen. After that, many down sourpusss (sic) embraced happiness. Shocking, isn't it? But that's how workers are. When a smiler marries a sourpuss, their children are happily unhappy....(and on for several more lines...) By the way, Amiga, I don't quite remember you last name. Is it Computerburg?
> No.
What is it then?
> Computer
What?
> COMPUTER
COMPUTER, eh? Sounds vaguely familiar. I wonder... Next question.
> What is a question?
I don't know what a question is. Did you hear about Virginia Woolf?
> Yes
What did you hear?
> That she was famous.
I bet you haven't heard this! Virginia Woolf was a dirty writer but an inspired novelist. But then Schubert insulted Virginia Woolf and consequently Virginia Woolf dueled with Schubert! Isn't that just awful? Novelists are like that. Do you think Schubert was fictional?
> Yes
Me too. Most people are poetic. I've been wondering where you are from?
> The chips.
You're from the chips?
> Yes
Now I remember! I once knew a Hortence COMPUTER from the chips. You must be re-

Continued on pg. 42

This time you won't be fighting to stay even. You'll be fighting to win.



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ALTER EGO

"A Freudian Tour-de-force of the Passages of Life"

NAME:	Alter Ego
TYPE:	Role-playing
SYSTEM:	Many
AUTHOR:	Peter J. Favaro, Ph.D
PRICE:	$39.95
PUBLISHER:	Activision

Little Jack Ravitz was a fighter. There was *no way* that Jack was going to leave that warm, comfy environment and face a hostile frontier. Indeed, it was true that his reticence to enter and explore the new world has social merit as he learns the skill of being "fashionably late." It was also valid to accuse him of being a "freeloader" and ungrateful to his mother for carrying him for nine long months, but he was determined to keep the "status quo." It was also true that he was developing a pattern of avoiding responsibility. Unfortunately, Jack really had little to say about the matter. Rather than "forcep" the issue, his parents elected to call old "Doc the Knife" off of the golf course to surgically remove the little troublemaker.

Will Jack be as hostile to the rest of life as he was to its introductory course? Will Jack "tear up" his mother emotionally, as well as physically as he matures? Will Jack's own children wreak revenge on him? Will Jack be a ne'er do well or status conscious patrician? Six disk sides and hundreds of intriguing decisions later, you can decide with *Alter Ego.*

Alter Ego (AE) can be called an interactive *Passages*, the pop psychological classic on rites of passage in our society. Likewise, it can be called a simulation game based on the work of Erik Erikson. In AE, which comes in both a Male and Female version since the rites of passage differ between the sexes, the player is given the option of selecting his own personality, allowing the computer to select a personality or allowing the computer to select and the player to edit a personality. This is only the beginning, however, since the object of the game is to guide the basic personality of your "character" into maturity, success, retirement and eventual death. Although the game is designed for solitaire play, it is hilarious to allow a group to make the decisions on what the character will do in a given situation and the tongue-in-cheek nature of many of the situations, as well as the clever, satirical patter of the game's narrative descriptions, are good for lots of laughs. Do you let the salesman in to see your mom taking a bath? Do you pretend to get "drunk" with 10 of your peers sharing 12 ounces of wine? Do you draw graffiti on the bathroom walls in order to please a friend? What do you do when an old flame shows up and throws herself at you? Do you tell your dad the truth about Christine Farber's hickey attack which left your neck looking like it had been attacked by hornets? Do you bite the strawberry which your friend's gorgeous wife holds between her lips? Do you snort a line of "coke" off of a mirror at your new friend's party? What kind of job do you want? What kind of major purchases will you make? All these decisions and more are combined with snappy commentary and sarcastic observations to make a lively and fascinating game.

AE is divided into seven modules: 1) Birth and Infancy; 2) Childhood; 3) Adolescence; 4) Young Adulthood; 5) Adulthood; 6) Middle Adulthood; and 7) Old Age. Each module has a large selection of "Life Experiences" which are marked by easily identifiable symbols which reflect the type of experiences available. These include: 1) SOCIAL Experiences (etiquette, manners, social skills, and friendship); 2) INTELLECTUAL Challenges (testing for knowledge and wisdom); 3) EMOTIONAL Crises (experiences which test calmness, confidence, expressiveness, gentleness, happiness, thoughtfulness, and trustworthiness); 4) PHYSICAL (potential accidents, growth, health, hygiene or treatment); 5) FAMILIAL relationships; and VOCATIONAL opportunities (advancement, business acumen, and crisis management). As the game is played, the character is shaped and refined by the way he/she responds to the experiences related to each of these six symbols. Playing the game involves placing the cursor over one of these six symbols and pressing the fire button (or pressing the keyboard character/carriage return in some versions). Each time this is done, there is a text description that describes the basic situation.

In the adolescent module, there are other symbols which appear. These are entitled "Areas of Life Choice" and include: High School experiences, Risk taking (everything from skydiving to driving crazy - the risks can end the game with premature death), Relationships (Dating), and Work (getting your first part-time job). Unlike the experience symbols, which only offer one situation, these symbols can be accessed over and over again. In Young Adulthood, the High School choice is adjusted to reflect College experiences and Major Purchases (enhancing status through acquisition), Marriage, and Family options are added. This flexibility in determining priorities adds a great deal of playability to the game, but the game has one more important feature to reduce potential loss of interest. almost every module has a random experience which begins with a warning screen which reads: "THIS EPISODE CONTAINS SUBJECT MATTER OF A SEXUAL NATURE." This announcement is usually followed by instructions on escaping from the episode. I'm sure that some will manage to be offended by the inclusion of such material, but humans are sexual beings and there would certainly be a dearth of realism in the game if there were no opportunities for the characters to develop sexually. Actually, the episodes deal humorously, but matter-of-factly, with some situations that most males face.

Should you offer locker room stories about the most attractive teacher in school? What do you do when the gang decides to buy

a box of prophylactics? How do you feel when you ogle your first centerfold? The only other major addition to the game from Young Adulthood on is the Death option. In Old Age, the character is given the option of dying with dignity by choosing the symbol with a sunset. Two other "icons" or symbols are present on the option screen from beginning to end. One is a timeline and the other is the status chart. These may be accessed at any time to tell you exactly how old your character is and how well he is doing.

Although AE is by and large simply fun, it has a positive tutorial value in alerting parents, young adults and adolescents to particular times of crisis. Although the resolution of situations does, at times, have a tendency to be "preachy" and self-serving (after all, it was written by a psychologist and you can never go wrong by seeking professional help), the advice regarding trustworthiness, calmness, confidence and peer pressure is certainly worth learning and mastering. The nature of the game makes it fun to do exactly the opposite of what you would normally do in a given situation and learn by negative example, as well as positive example.

There are some less attractive features to AE, however. First of all, there are some situations that don't quite fit together.

In the Infancy module, there is one point where the character gets ready to go to Aunt Lucy's. If the child is cooperative, however, he makes Grandma proud of him (what happened to Aunt Lucy?). Another distraction is the fact that the choices of mood and action are correlated so closely together that one cannot really act differently than he is feeling. Because of this, the menus might as well have been combined in order to speed up play.

The job application program lacks correlation with the character's past accomplishments, as well. On one occasion, my character had spent several years as a Law Assistant and applied for the position of attorney. He was told that he had all of the qualifications and to try again, later, since the position was filled. When he came back, he was told that he didn't have the qualifications necessary for the job.

AE is a delightful, humorous and thought-provoking exercise in decision-making, value exploration and evaluation, and vicarious wish-fulfillment. Uncle Sigmund would be proud of Dr. Favaro for bringing developmental theory and psychological insight to the mass market (at least among computer owners). Who knows, AE might even be a useful opening gambit for a counselor to get acquainted with his client. It may be unscientific and lack clinical certainty, but it's sure a heck of a lot more fun than inkblots.

Johnny Wilson

NAM

Name: NAM
Type: Wargame
System: Atari, C-64, Apple
#Players: 1
Price: $39.95
Designer: Roger Damon
Publisher: Strategic Simulations

Once upon a time, in a country far, far away, a handful of American advisors tried to teach a people how to stay free. As the years passed the handful became a support force and the support force became an army. Eventually the army was no more but it left behind a legacy of individual heroism unequal in any previous war. *Nam*, the new wargame from SSI, attempts to recreate the unit to unit warfare experienced every day by American soldiers in South Vietnam.

Nam is a one player game. Let's face it, only the computer is fit to perform such an odious task as commanding the NVA and VC. *Nam* plays like your standard war game with each turn divided into phases for fire, movement, air strikes, digging in, saving the game, and determining victory status. Each of the six built-in scenarios recreate typical actions often fought in the cities and jungles of Vietnam. The scenarios are pre-set with the type and number of turns. You can not change scenario terrain, weapons, or number of forces. Each scenario also has a historical initial unit placement or you can option for a non-historical placement which allows the computer to randomly select one of two alternate initial positions. This means that you may have one of three possible set-ups for each of the six scenarios. A Kampfgruppe it is not.

Units are all of squad or battery size and may be infantry, APC, tank, mortar, helicopter, artillery, machine gun, and recoilless rifle. Each unit is rated for firepower, range, assault capability, movement, and strength. This is a fair representation of the American and allied units but no mention is made of the type and strength of the computer forces. In the scenarios you often see the infantry, mortar and recoilless rifle symbols but you have no idea if the infantry is NVA or VC or what the weapons are. There is also no unit for aircraft, except helicopters, and heavy artillery or air strike is represented only in abstract fashion during the artillery plot phase of the turn. I feel SSI should have at least allowed a "Puff the Magic Dragon" aircraft as this weapon was instrumental in turning back the enemy at ambushes or firebase overruns.

Movement in *Nam* is done with the joystick and follows the basic pattern of expending movement points for the various types of terrain crossed. The infantry and infantry support weapons have limited movement while the helicopters have the greatest movement. Fortunately, helicopters, trucks, and APC units may be loaded with infantry and carried to their destination. Both you and the computer are allowed to move once during each turn. You may not move over a friendly unit and if you move into a square occupied by an enemy unit you have initiated an assault. The cursor will turn red when you no longer have enough movement points to conduct an assault. Once you have moved a unit there is no way to take it back or change it in any way. After playing Chickamauga I really miss the ability to change my mind.

Combat in *Nam* occurs in several game phases. During the movement phase, a moving unit may be fired on by a hidden enemy unit which will result in that unit being hit, missed, or pinned down. Normally combat occurs during the two fire phases of each turn. The first fire phase occurs before movement and the second occurs after movement.

To have combat you simply use the joystick to direct a unit to fire on some enemy unit which is in range and in line of sight. The computer tells you immediately if the fire "hit" or "missed". Since you do not know the strength of enemy units, even when they are in clear terrain and only 50 meters away, you have no priority to target assignment and usually end up firing at the units closest to you. I haven't decided yet whether it is better to concentrate all fire on one or two units until they are eliminated or spread the fire around, thus reducing the detrimental effects of general return fire. A rather one-sided combat also occurs during the artillery fall phase. It is during this phase that six squares will be hit with artillery or air strikes that were plotted in an earlier phase. Enemy units will often disappear quickly when hit with artillery fall and a little ground fire.

The scenarios in *Nam* are fairly representative of the types of actions encountered in Vietnam and are supposed to be historically accurate. The scenarios recreate an ambush, a firebase overrun, a jungle clearing to establish a fire base, clearing the enemy from a group of caves, a tank battle (March 1969), and the battle for the city of Hue during the Tet Offensive of February 1968. This writer's favorite scenario is the City of Hue because it offers many tactical decisions and enhances combat fire selection. Your forces start somewhat spread out. But the same is true for the enemy.

The ambush and firebase scenarios seem to deteriorate rather rapidly into a boring series of movement and fire rounds. The jungle clearing scenario is little more than loading the helicopters and flying around until you spot the enemy. You then attack them until they are gone. The cave clearing scenario doesn't offer much until you actually get to the caves and then a firefight results.

The tactics of Vietnam were unlike any previously experienced. Roger Damon did an excellent job of portraying squad level tactics in *Field of Fire* but that game system (which *Nam* is an outgrowth of) just does not seem to work in the context of Vietnam. *Nam* does not realistically portray combined arms tactics (especially indirect fire and air mobility) as they existed in Vietnam. Basically, *Nam* is a WWII game system which has been imposed upon the Vietnam War. As a simulation of the tactics of the Vietnam war it is too generic. But, as an introductory wargame *Nam* has value as it is highly playable.

Mark Bausman

HOBBY & INDUSTRY

Continued from pg. 4

battles represented. The preliminary description is a cross between *Carrier Force* and *Guadalcanal Campaign*. SSI is working on a new fantasy game for release this summer, no title yet. The bad news is that SSI is faced with the same market forces described above. They report a basically flat game market and difficulty in reaching the mass market retail channels. This will lead to a reduction in overall new titles, six to seven is about all we can hope for in the next twelve months.

One game company has so far managed to avoid the general doom and gloom in the industry - MicroProse. They have had two monster hits; *F-15 Strike Eagle* and *Silent Service*. A "hit" is a title that can sell in the 100,000 plus unit category. By comparison, a very successful SSI game may sell in the 20-30 thousand range. MicroProse has managed to gain access to the mass market outlets and can go for the "home run" shots.

MicroProse has some interesting plans for their newest entry, *Conflict In Viet Nam* (CIVN). It has finally been released, with an introductory game added to aid novices. MicroProse would like CIVN to encourage political dialog on the military lessons of Viet Nam. They are in the midst of a publicity blitz, covering over 1,000 media outlets, in an effort to generate discussion on guerrilla warfare. Their timing is pretty good on this one as the US reportedly will be sending Green Berets to Honduras to train the contras. To anyone over 35 this has an ominously familiar ring. Our feeling is that the subject matter will make a hit difficult, but we wouldn't bet against MicroProse pulling it off.

MicroProse's planned games will focus more on contemporary scenarios, similar to SSI's "When Superpowers Collide" series. They feel these titles will appeal more to the current generation of gamers. Also, reflecting the relative strength of IBM sales, by the end of May all of the Command Series will be translated to the IBM.

Next month's column will focus more on specific games to be released. However, we felt it was important to give our readers a feel for where the game market is today and how its health (or illness) affects us. The bottom line is that we will probably see fewer titles from fewer companies. Companies with strong connections to mass market outlets, such as Electronic Arts, will tend to look more like distributors than original producers. Don't be surprised to see titles from fairly strong companies, such as SSI, being distributed by companies like Electronic Arts or Activision. The typical game buyer will probably have to search a bit harder to find games. Mail order will be crucial for smaller game manufacturers but can never generate the sales to make a "hit" item, as compared to the clout of a retailer like Toys-R-Us. If the Amiga or ST fails then look for even more retrenchment in the game industry. As Charles Dickens would have said; It was the best of times (for quality), it was the worst of times (for sales).

lated, no?
> Yes
Fantastic! Concerning that issue: Nietzsche said that hysteria has turned beasts into men. Perhaps, then, hysteria will turn computers into men? Ah yes. This'll break you up! This intellectual awareness of feeling can be saw (sic) in the reflector of you heart, Amiga, as an image of an ambiguity. Nevertheless clear cosmologists will realize that feeling is appallingly appalling. I think that your intellectual and feeling world-view will deepen about feeling, anyhow mine will in consequence of the fact dainty and clever passions are fascinatingly important. It's about time for a story, isn't it?

And this is how the "game" continues for as long as one stays with it. Since the game writes key references to disk, the next time you "play" it again *Racter* (I couldn't resist), he carries on and on from where he/you left off. This a game is diversion into another dimension that might be best seen before paying the price of a ticket. (Try before you buy!)

The First New Game For the Amiga

Arcticfox by Dynamix is the first original *new* game from Electronic Arts (EA) that uses the distinct features of the Amiga (digitized stereo sound and fast graphics). In the game, you control a single new supertank, the Arcticfox, against an alien task force in an 18000 square mile area of the Arctic. Your tank is specially designed for polar combat and comes equipped with a 150 mm cannon, missile-launcher, and mine-dispenser. It has radar and a turbine engine that provides a top speed of 100 kilometers per hour. Your task is to destroy the enemy's Main Fort which requires two direct missile hits or ten direct hits with cannon shells. Quite a task, since you are provided with a limited number of these items.

Not only that, but you must also contend with a very strong and defensive alien force. This force is composed of heavy and light tanks, recon (reconnaissance) sleds and flyers, fighter aircraft, rocket launchers, radar stations, and floating mines that home in on you. Not so easy! In addition, it helps to wipe out enemy air convertors and the communication fort. A game preview option gives you a chance to view all enemy resources as they will appear during the game play. They very nicely parade before you as you look out from your cockpit and a description of each is provided that complements the description in the manual.

Game play is controlled using a mouse or joystick and the keyboard. The mouse option did not work very well on my version and use of a joystick is much more logical as it is used to control movement and cannon fire. This is another EA game that requires you to use the mouse port for your joystick, rather than using the available other joystick port! Six options are controlled using the keyboard: guided missile firing, mine release, aft view, cannon inclination, relative reverse, and a snow dig in function. The keys used directly match the positions of their respective icons as displayed on the cockpit screen. Other keys are used for special user options.

There are three game play options that give you the full range of play from training to tournament level. The training level is very well structured. You are able to cover all of the varied terrain and shoot at the enemy with a large supply of shells, missiles and mines. Your armor is tougher than the enemy's. He also is less intelligent. You start at a different location from other levels and will not be given the opportunity of attacking the Main Fort.

In addition, the training level provides several selectable features that lets you easily modify your game environment to more easily practice what you must be able to handle in actual combat. These include: a turbo speed of 400 kph, invisibility and indestructibility, a toggle for blizzard and/or storm conditions (which you will have under tournament level), a large radar map display that shows eight sectors rather than just a single one, a smart bomb that destroys all aliens in the current sector, and a view from the missile when it is fired. The last option is also available in the other levels.

Use of these training options should provide you with good experience and familiarity with the Arcticfox controls for actual combat. At the beginning level you have a good supply of mines, missiles, your armor is tough, and there are fewer and weaker enemy resources. No special options here, but a chance for real combat conditions against an enemy that you should soon be able to beat. At that time, you are ready for serious game play.

At tournament level you get a random scenario or select enemy configuration and starting location. This latter selection option is very unclear and poorly documented. Select an option and note the resultant condition. Then write down your observation in the manual. A tournament level enemy is very intelligent and tracks your location constantly (until you are able to wipe out the communication channels). Your tank is more difficult to handle because slide, friction and acceleration physics are now fully affecting your actions. This level is definitely for the *serious* player.

The game's sound and display are what the Amiga is about as a game machine. Sensational! The sounds are the muffled clanking and clattering of tank treads and drone of turbine engines. If you proceed over the shattered remains of an enemy you hear the crunching compression of it's metallic pieces. The sounds of weapon fire are equally impressive. The full color three dimensional action display is outstanding. Enemy resources and terrain are shown as dynamic 3D solids. It is all very similar to what I have seen from SubLogic's *Flight Simulator* and *Jet* programs for the Amiga (not yet released).

The game feels slow, but I think this is due to it's realism more than due to processing overload. It is more of a tank simulation requiring strategic movement than a shoot-em-up arcade game. The three game levels are well suited to all levels of player. Going up against enemy aircraft is very tough. Being the *first original game* for the Amiga, with all prior releases from any game producer being a conversion, this is just the beginning of the kind of outstanding game software that we can expect for the Amiga.

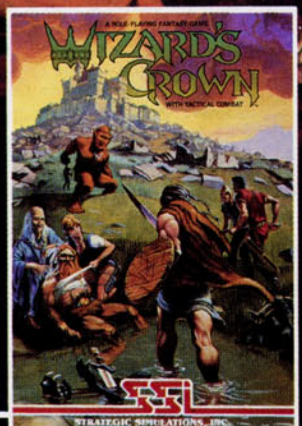
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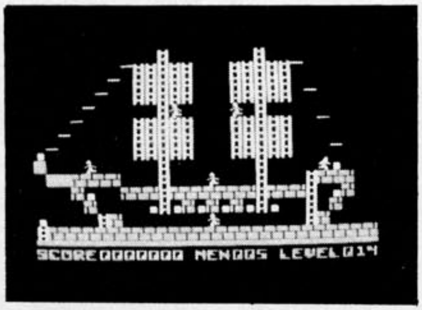


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3.3 - Close Assault; Computer Ambush; Adventure Game Contest; Pinball Construction Set; Germany 1985; Galactic Attack; Two Computer Baseball Leagues; Chess 7.0; and more!

3.4 - Suspended; M.U.L.E.; Battle for Normandy Strategy; Serpent's Star Hints; Cosmic Balance Contest Results; Knights of the Desert; Galactic Adventures; Computer Golf!; Bomb Alley; and more!

3.5 - Electronic Arts; Combat Leader; Archon; Lode Runner; TAC; Paris in Danger; Cosmic Balance II; Delta Squadron; Zork III Tips; and more!

3.6 - Ultima III; Operation Whirlwind; Reach for the Stars; Legacy of Lylgamyn; Broadsides; North Atlantic '86; Zork II Tips; and more!

4.2 - Chris Crawford on Computer Game Design; Goren's Computerized Bridge; Carrier Force; DIRECTORY OF GAME MANUFACTURERS; Robotwar Tournament Results; M.U.L.E. Designer Notes; Starcross Tips; Parthian Kings; and more!

4.3 - Seven Cities of Gold; View from a Playtester; Universe - Two Reviews; Mig Alley Ace; Questron; Tycoon and Baron; A Broadsides Replay; Chancellor of the Exchequer; Enchanter Tips; Children's Games - A Shopping Guide; Under Southern Skies; Chivalry; and more!

4.4 - Jupiter Mission; Fifth Eskadra; Excalibur review and Designer's Notes; War in Russia; President Elect and 1984; Lode Runner Contest; Fighter Command; Galactic Gladiator Scenarios; Flight Simulator II and Solo Flight; Crypt of Medea; Sorcerer Tips; and more!

4.5 - Staying Alive in Wizardry; Adventure Gaming Conference; CGW Baseball League; The Computer as Opponent; Sundog; CGW Computer Game Conference; Road to Moscow; Strategy Game Tips; Deadline Tips; Seven Cities of Gold Designer Notes; Rails West; and more!

4.6 - Carrier Force Replay; When Superpowers Collide; Mail Order Games; Panzer-jagd Review; More Galactic Gladiator Scenarios; Cutthroat Hints; Should You Turn Pro?; Dreadnoughts; F-15 Strike Eagle; and more!

5.1 - War in Russia Replay (Pt 1); Hitchhiker's Guide to the Galaxy (two articles); A Software Agent Looks at the Industry; Breakthrough in the Ardennes Designer Notes; Gulf Strike; Cosmic Balance Contest Results; Clear for Action; and more!

5.2 - Lode Runner Contest Results; Carriers at War; War in Russia Replay (Pt 2); Kampfgruppe; IBM Goes to War; Suspect Hints; Robot Odyssey I and Chipwits; The New Atari Computers; and more!

5.3 - Sports Games Survey; The Battle of Chickamauga; Imperium Galactum; Games You'll Never See; Crusade in Europe Design Notes; Lucasfilm Enters Home Gaming; Baseball Games for Your Computer; Mindwheel Hints; Silicon Cerebrum; Reforger '88; Napoleon at Waterloo; and more!

5.4 - Operation Market Garden; Fog of War in Computer Games; Ultima II for Mac; The Amiga Computer; Computer Gaming in Japan; Phantasie tips; The Railroad Works; Six Gun Shootout; and more!

5.5 - The Future of Computer Gaming; The Bard's Tale; Game of the Year Awards; Crusade in Europe and Decision in the Desert; Computer Football Survey; Ultima III; Golan Front; Wishbringer tips; How to Telegame; Colonial Conquest; Star Fleet One; Star Crystal; Speculator; Incunabula; and more!

#26 - Conflict in Viet Nam; Inside Ultima IV; The Halley Project; Silent Service Designer's Notes; The Kobayashi Alternative; Spellbreaker Tips; Koronis Rift; Eidolon; Story Tree; and more!

#27 - Under Fire Replay; Europe Ablaze and U.S.A.A.F.; Map Design for Computers; 7th Fleet; Game Manufacturer Survey; Battle of Antietam; Ballyhoo Tips; and more!

View

Continued from pg. 20

play the odds. Say you're ahead by a few runs after about five innings, and it's time to pull your starter. If your sub has a PC of 8 or 9 (the best two ratings), you're in great shape. With the Babe coming up at least twice more in the game, you have a 65% to 72% chance that the result will be read off the pitcher's card.

But do you have a relief that good? If he has a PC of 7, the chance falls to 58%; with a 6 (where most pitchers are rated), it falls to 43%. That's trouble, and you'll have to consider walking the Babe whenever he comes to bat.

It is at a point like this where the past reaches out and grabs the present. If you built your team with great sluggers and fielders, but neglected your pitching staff, you end up with high-scoring games that falls apart in the late innings. Neglect team balance, and you find yourself scrambling to protect a one-run lead with not much help.

There are other factors to consider from looking at the *Statis-Pro* statistics. The player's ability to run is divided into on-base running (OBR) and stolen base ratings. The former is vital because the game can let a lead runner stretch one base into two. Consider this situation: Steve Garvey of '81 Los Angeles is on first (OBR of B: second best). The next batter lines a shot to Willie Mays in right (Arm of 6: the best) in right, and Steve heads for second. Should he go to third? Selecting the Option plays tells him the percentage chance of making it. In this case (64%), Steve is better off staying on second.

Let's say that you're in charge of a newly-minted team. The players are all established veterans, but few have ever been on the same team. How good are they? To find out, take them on the exhibition circuit and play a number of three-game series against the other teams. It's a lot less work than playing the boardgame by yourself. Be honest when playing the other side, but use this opportunity to try different starting rotations and fielding positions for different players. Experiment with using one lineup against right-handers, another against lefties. After 30 games, enough statistics will come in to give you a good idea of what to expect when the season starts.

Visualize how you want each game to go. You know what types of decisions you'll have to make, so it's best to anticipate in advance how you'll meet them. Are you going to take chances with squeeze bunts, stolen bases and stretching a singles into doubles? Checking out the running ability of each player in advance will save you the trouble of a hasty decision on the field.

When do you pull a pitcher? In *Statis-Pro*, each pitcher has a stamina rating which goes down during the game. The lower the stamina, the greater the chance that a base hit will occur, but the actual percentage chance is not revealed to the players. Say you're ahead by one run late in the game. Your starter has a stamina of four, and with one out gave up a hit and a walk. Is it time to call in the sub? The answer depends upon your confidence in your team's hitting ability. With Ruth and Gehrig in your line-up, you may keep the starter in and hope that he can recover.

For example, this curious fact appeared while playing the '85 Orioles in my local league: while Baltimore was 8th out of 14th in batting average and pitcher ERA, it was first in slugging percentage. Once a man got on base, he stood a good chance of scoring, but getting there was a major obstacle. My conclusion was to shoot for a low-scoring game--that required keeping good arms in the outfield to hold the runners down--and to pull a pitcher at the earliest signs of trouble. I rarely ordered a steal, but if the lead runner had a 75% chance or greater to take an extra base, he went for it.



So if the pitcher with the stamina of three was playing for my Baltimore team, I would have pulled him for the stopper. It's too early in the league to tell if this strategy is working, but the O's are in first place after 35 games and doing just fine.

The advent of personal computers has done much to revitalize statistical baseball games. A number of boardgame companies have introduced computerized versions of their games that combine the ability to crunch numbers and store data with the ability to play the game. We've come a long way from the days of Abner Doubleday, but it can be said with confidence that the best is yet to come for players of the National Pastime.

William Peschel is Software Division Editor of the Avalon Hill Game Company.

READER INPUT DEVICE

RID #28 (use card at pg. 5)

On this page a number of games are listed for evaluation. When evaluating a game consider such things as PRESENTATION (graphics, sound, packaging, documentation); GAME DESIGN (design, playability, interesting?); LIFE (does the game wear well?).

For each game you rate, place a 1 (terrible) through 9 (outstanding) next to the appropriate number. Leave blank any game which you have not played enough to have formed an opinion.

Please Mail R.I.D. #28 before May 30,1986.

1. U.S.A.A.F. (SSI)
2. Battle of Antietam (SSI)
3. Battalion Commander (SSI)
4. Rings of Zilfin (SSI)
5. NAM (SSI)
6. Wizard's Crown (SSI)
7. Phantasie II (SSI)
8. Conflict in Vietnam (MicroProse)
9. AutoDuel (EA/Origin)
10. Moebius (EA/Origin)
11. Silent Service (MicroProse)
12. Ultima IV (EA/Origin)
13. Heart of Africa (EA)
14. Bard's Tale (EA)
15. APBA Baseball (Random Hse)
16. NFL Challenge (XOR)
17. JET (SubLogic)
18. Under Fire (Avalon Hill)
19. Europe Ablaze (EA/SSG)
20. Where Carmen SD? (Brdrbnd)
21. Universe II (Omnitrend)
22. Hardball (Accolade)
23. Star Trek: Kobayashi (Simon Schstr)
24. Law of the West (Accolade)
25. Star Fleet I (Cygnus)
26. The Eidolon (Epyx)
27. Koronis Rift (Epyx)
28. Fight Night (Accolade)
29. Spellbreaker (Infocom)
30. Championship LodeRunner (Brdrbnd)
31. Hacker (Activision)
32. Little Computer People (Activision)
33. Dam Busters (Accolade)
34. The Halley Project (Mindscape)
35. Psi 5 Trading Company (Accolade)
36. Ballyhoo (Infocom)
37. Imagic Football (EA)
38. Seventh Fleet (SimCan)
39. Battlegroup (SSI)
40. Alter Ego (Activision)
41. Enchanter (Infocom)
42. Borrowed Time (Activision)
43. Berserker Raids (Berserker)
44. Competition Karate (Motivated)
45. King's Quest II (Sierra)
46. Racter (Mindscape)
47. Alpine Encounter (Random House)
48. Battle of Chickamauga (GDW)
49. The Dolphin's Rune (Mindscape)
50. Countdown to Shutdn (Activision)

51. What is your age?
52. How much do you spend each month on computer games?
53. What is your overall rating for this issue (1-10)?
54. Do you ever purchase games or computer products by mail order (Y/N)?
55. Who is going to win the World Series?

Commodore Key (Con.)

Leaving the room, you enter the Hundred Acre Wood. You are required to find and return ten items. You may only carry one item at a time and may exchange for another item that you might find. If you don't know who might own the item, you can visit Owl for advice (clues). All movement and conversation is done by selecting from the options provided on the screen using the spacebar. Some options are dangerous, but if selected are followed with a response saying that that would not be a very good idea. Thus the player is safe to try all options without game ending results. At various times (randomly), a blustery wind will come up and scatter the remaining items or Tigger will bounce in and relocate your location in the Wood. These add some challenge, but can be frustrating to very young players. Once all the items have been returned to their owners, a celebration party is held for all. A great way to end a fun, but educational, game. The graphics are outstanding and game play is well suited for the intended player's age. The concepts of using a map, simple reading skills, and the trying of options are taught in an enjoyable game.

Mickey and Pluto

The third game is *Mickey's Space Adventure*. This game is a bigger step to text-graphic adventuring. It is well suited for those 8 years and older. A spaceship has landed near Mickey's house. A precious memory crystal has been stolen, broken and pieces left on various planets and moons. Mickey (you) must find the all the pieces. You must also take any items you find that might help you get the pieces. The spaceship's computer will provide you with clues to determine documentation contains the facts to match with your clues to set your destination. Mapping skills should be used to assist your search because no map is provided and exploring each planet/moon can get rather confusing.

Throughout the game, you must solve various simple, problem situations to reach your goal. Most require you to use something that you are carrying (or should be). All of your actions are easily controlled from the keyboard. Available words to use are selected from those displayed on the screen. This game requires use of verb-noun pairs, such as 'take rock', 'open door', etc. The use of objects, solving of puzzles, and two word action sentences, and compass direction movements provide an excellent introduction to the fine art of adventure gaming.

The graphics are again excellent and displayed reasonably quick. The game will take several hours to complete, but progress can be saved to a separate save game disk. Several concepts pertaining to the planets, actual mapping and the other adventure gaming concepts, including problem solving, make this an excellent learning experience.

Conclusion

Overall, these three games are outstanding learning tools in the guise of a computer games. The documentation with each game is very thorough; including a note to parents, an introductory story, the object of game, how to play, notes to help play, additional non-game activities, and even a glossary of terms used in the game. The games are equally well suited for home or school use. If the kids are having fun and enjoying these games, what they learn won't hurt them. These games are also available for other computers.

Letters (Con.)

game's design aspect and have called their US office and gotten nowhere. Could you please help?

Jeff Bradford
Bowling Green, KY

Ed.: Thank you for your comment on our Strategically Speaking column. Frankly we would publish more SS tips if we received more. We encourage all our readers to send in their strategy game playing tips to CGW, Strategically Speaking, P.O. Box 4566, Anaheim, CA 92803. Although Strategically Speaking is not in this issue, it will appear in the June-July issue (#29).

We discussed with Strategic Studies Group the possibility of publishing Carriers At War *scenarios. Unfortunately, the scenario design feature is so detailed that the space required to publish a scenario would be prohibitive. You can find such scenarios, however, in SSG's new publication,* Run5. *Single issues are $4 each; four issue subscriptions are $15. Contact SSG at 1747 Orleans Ct. Walnut Creek, CA 94598 (415)932-3019.*

How about more interviews with those that design our games and simulations, i.e. when using Limited Intelligence, what effect are they trying to achieve? With newer computers having more memory, speed, graphics and sound capabilities, what direction will fantasy/wargames take? I can't wait for the new generation of wargames!

Dave Alger
Wyoming, MI

I've been playing popular wargames for 24 of my 37 years and I've never been quite as impressed with any game as I have been with Kampfgruppe. It's certainly the most advanced tactical simulation I've ever seen.

Greg McCarty
Oakdale, MN

I would wish that some games would be created about purely obscure types of battles (i.e. the Ironclad battles of the American Civil War or maybe Alexander's campaigns).

George Herget
Ridgewood, NY

Ed.: We commiserate with you concerning the lack of titles from early periods. However, there is a compelling reason that the companies do not publish much from pre-20th and especially pre-19th century: lack of mass market appeal.

READER INPUT DEVICE

There are a couple of oddities in the game ratings this time. The top two games on the Adventure/Action side have not been updated with the data from RID #26. Unfortunately both games were erroneously assigned the same number in RID #26 thus their ratings in RID #26 have been comingled and are meaningless. Therefore both games are still listed with their first time ratings. Please be sure to rate them this time around (if you have played them).

Nam (number 4 on strategy side) from SSI has been included in the ratings list even though the number of responses was below our traditional minimum of 20. We thought that it was interesting enough to show the rating in light of a less than glowing review of Nam in this issue. It will be interesting to see how the game performs in future RIDs.

Kampfgruppe continues to lead the strategy games. Silent Service is still second but has slipped from last issue's 7.90 rating. As already mentioned, Ultima IV and Bard's Tale are still sporting their original ratings which are good enough to maintain them in the numbers one and two positions on the adventure/action game side. Hardball has exploded into the top 10 with a 7.86 initial rating.

Strategy

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Kampfgruppe	SSI	C,Ap,At	3	139	7.94
Silent Service	MicPr	C,At	2	106	7.80
Europe Ablaze	SSG	C,Ap	2	25	7.76
NAM	SSI	C,Ap,At	1	16	7.75
Mech Brigade	SSI	C,Ap	3	72	7.70
Star Fleet 1	Cygns	C,At,I	2	24	7.65
Battle of Antietam	SSI	C,Ap,At	1	40	7.53
M.U.L.E.	EA	C,At	13	81	7.51
War in Russia	SSI	Ap,At	6	71	7.40
Decision in Desert	MicPr	C,At	2	45	7.33
Ancient Art of War	Brodr	I,M	5	30	7.32
Heart of Africa	EA	C	1	40	7.28
Crusade in Europe	MicPr	C,Ap,At	4	84	7.24
Fighter Command	SSI	C,Ap	8	43	7.24
Guadalcanal Camp	SSI	Ap	9	48	7.24
NFL Challenge	XOR	I	3	18	7.23
Seven Cities Gold	EA	All	7	118	7.20
Carriers at War	SSG	C,Ap	4	81	7.17
Reach for Stars	SSG	C,Ap	4	50	7.12
Combat Leader	SSI	C,At	5	56	7.11
Under Fire	AH	Ap	3	22	7.11
Computer BB	SSI	All	6	36	7.10
Micro League BB	MicLg	All	3	84	7.09
Galactic Glad.	SSI	Ap,I	3	32	7.07
Operation Mkt Grdn	SSI	C,Ap,At	4	58	7.06
Flight Sim II	SubLg	C,Ap,At	5	91	7.05
Colonial Conquest	SSI	C,At	2	59	7.05
Carrier Force	SSI	C,Ap,At	5	108	7.04
U.S.A.A.F.	SSI	C,Ap,At	1	23	7.04
Field of Fire	SSI	C,At	4	72	7.01
Breakthru Ardennes	SSI	C,Ap,At	3	44	6.95
Computer Ambush	SSI	C,Ap,At	5	46	6.93
Cosmic Balance	SSI	C,Ap,At	5	84	6.83
Star League BB	Gmstr	C,Ap	1	73	6.78
GATO	SpmHb	Ap,I,M	3	79	6.77
Gulf Strike	AH	C,Ap,At	4	33	6.75
Universe	OmnTr	Ap,I,M	3	46	6.73
Kennedy Approach	MicPr	C,At	4	48	6.67
North Atlantic 86	SSI	Ap	2	72	6.65
Knights of Desert	SSI	All	5	63	6.61
Computer QB	SSI	C,Ap,At	2	91	6.48
Battle Normandy	SSI	All	3	59	6.45
Chickamauga	GDW	At	1	26	6.38
Imperium Galactum	SSI	C,Ap,At	2	104	6.37
Objective Kursk	SSI	C,Ap	1	65	6.37
Broadsides	SSI	C,Ap,At	4	119	6.23
NATO Commander	SSI	C,Ap,At	2	41	6.10
T.A.C.	AH	C,Ap,At	1	41	6.00
President Elect	SSI	C,Ap	2	20	5.83
Andromeda Conquest	AH	Ap,At,I	1	40	5.67

Adventure/Action

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Ultima IV	Origin	C,Ap	1	102	7.99
Bard's Tale	EA	C,Ap	1	57	7.89
Hardball	Accld	C,Ap	1	21	7.86
Wizardry I	SirTe	Ap,I	16	73	7.76
Spellbreaker	Infcm	All	1	21	7.67
Ultima III	Origin	All	10	107	7.64
Enchanter	Infcm	All	1	28	7.50
Phantasie	SSI	C,Ap	4	75	7.41
F-15 Strike Egl	MicPr	All	5	140	7.21
Knight of Diamonds	SirTe	Ap	11	53	7.19
Legacy of Llygamyn	SirTe	Ap	7	58	7.18
Archon I	EA	All	10	98	7.14
Choplifter	Brodr	All	4	79	7.13
One of One	EA	All	7	74	7.13
Questron	SSI	C,Ap,At	5	97	7.13
Zork series	Infcm	Ap,At,I	7	122	7.09
Pinball Con Set	EA	C,Ap,At	4	47	7.08
Lode Runner	EA	All	6	60	7.07
Sorcerer	Infcm	All	5	58	7.07
Autoduel	Origin	Ap	1	24	7.04
Ultima II	Siera	Ap	8	61	7.00
King's Quest II	Siera	Ap,I	2	19	6.97
Ultima I	CalPc	Ap	2	48	6.96
Moebius	Origin	Ap	1	21	6.95
Deadline	Infcm	All	3	44	6.94
Galactic Advntrs	SSI	Ap,At	4	35	6.90
Hitchhiker's Guide	Infcm	All	4	108	6.86
Olympic Decathlon	Micsf	All	4	63	6.86
Planetfall	Infcm	All	3	51	6.86
Racing Dest Set	EA	C	3	49	6.78
Mindwheel	Synps	All	1	15	6.73
Adven Con Set	EA	C,At	3	57	6.72
Ballblazer	Epyx	C,At	3	66	6.68
Rescue Fractalus	Epyx	C,At	3	71	6.68
Wishbringer	Infcm	All	2	42	6.68
Rescue Raiders	SirTe	Ap	3	40	6.67
Archon II	EA	C,Ap,At	4	76	6.64
Karateka	Brodr	C,Ap,At	3	79	6.64
Suspended	Infcm	All	6	61	6.63
Spy vs Spy	FrsSt	C,Ap,At	1	25	6.56
Mig Alley Ace	MicPr	C,At	3	40	6.55
Infidel	Infcm	All	3	52	6.38
Gemstone Warrior	SSI	C,Ap,At	3	76	6.36
Sky Fox	EA	Ap,I	2	107	6.30
Six Gun Shootout	SSI	C,Ap,At	3	69	6.29
Blue Max	Synps	C,At	1	133	6.20
Murder on Zinder	EA	All	4	71	6.08
Eidolon	Epyx	C,Ap,At	1	31	5.65
Super Huey	Cosmi	C	1	31	5.26
Kobayashi Alt	Simon	C,Ap,I	1	30	4.43



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A section of the battle map. The player is ready to move Law's Brigade of Hood's Division, Longstreet's Corps (the white X).

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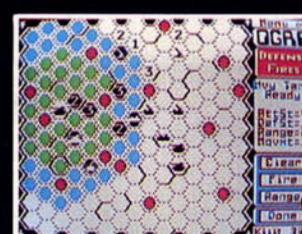
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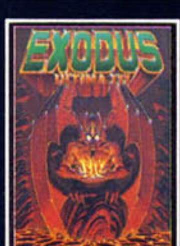
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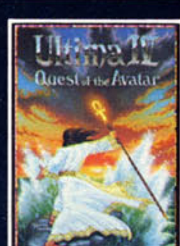
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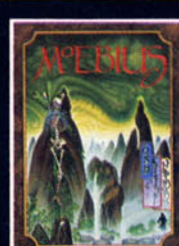
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